GAMES AT CHESS

PLAYED BY PHILIDOR

And his Contemporaries,

WITH NOTES AND ADDITIONS.

By GEORGE WALKER.

1835.

PRICE FIVE SHILLINGS.

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GAMES AT CHESS,

PLAYED BY

PHILIDOR AND HIS CONTEMPORARIES.

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A SELECTION

OF

GAMES AT CHESS,

ACTUALLY

PLAYED BY PHILIDOR

AND HIS CONTEMPORARIES:

NOW FIRST PUBLISHED

FROM

THE ORIGINAL MANUSCRIPTS,

WITH NOTES AND ADDITIONS

BY GEORGE WALKER.

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SHERWOOD, GILBERT, & PIPER,

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TO THE MEMBERS OF

THE EDINBURGH CHESS CLUB,

THIS VOLUME

IS

RESPECTFULLY DEDICATED.

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PREFACE.

Of the different publications upon Chess,—and their name is "Legion,"— that class which is numerically the weakest, though in its legitimate claims upon our notice, perhaps, the strongest, is generally allowed to consist of well-chosen collections of games, between eminent players. The eagerness with which such records are received, proves the depth of the feelings they engender. Next to the gratification arising from witnessing, in person, the strife of the arena, is the interest derived from subsequently reviewing the fight, and thus participating, in some measure, the excitement attendant on the actual scene. By quietly retracking the conduct and issue of the campaign, we reap both instruction and amusement. We pause on every move, and delight in imagining what scheme we should ourselves attempt in a position of similar difficulty. We explore the remotest crypts of the labyrinth, and endeavour to

anticipate the stratagems of the skilful. We exult at second-hand with the conqueror, and look down on the vanquished with complacency. Had we filled the chair of the latter, we doubt not that the issue of the struggle would have been exactly opposite:—then

> "Another sight had seen that morn,
> From Fate's dark book a leaf been torn,
> And Flodden had been—Bannockbourne!"

The snare laid in vain, and the attack wrested from the strong one in the fancied hour of victory; the skilfully parried Check, and the sad inevitable Mate; all rise in succession upon our view, and from all is sport to be gathered. When we have happily forestalled a really brilliant conception, we feel at peace with man. When we reluctantly stand self-convicted of some monstrous blunder, we are scarcely less delighted, for the enemy is not present to look upon our shame. We shrug up our shoulders—"play out the play," —and eschew the folly of hasty decisions in Chess.

Unhappily there are but few works of this our favorite description extant. Besides the games of the renowned Match, played between the Chess Clubs of London and Edinburgh,*

* The Games of the Match at Chess played by the London and Edinburgh Clubs, between 1824 and 1828, edited by W. Lewis.

and so gallantly won by our friends of the North, the Selected Games from those conducted by the Automaton Chess-player, (the title of which I have elsewhere given,) and Mr. Lewis's interesting Collection of Games,*—we have but the ingenious publication of Mr. Cazenove to fill up the measure.† True, there are some few actually-played games scattered amidst the pages of Salvio, Cochrane, Sarratt, and others; and we must not forget those beautiful models of scientific calculation inserted by Philidor in his own Treatise. At the same time England is richer than any other nation in this branch of Chess-literature, for neither in France, Germany, Holland, or Italy, have they a single work of the kind, and

London, Setchel, 1828, 8vo. pp. 131.—The Games of the Match at Chess, played between the London and Edinburgh Chess Clubs; with Notes, Back-games, &c. as reported by the Committee of the Edinburgh Chess Club. *Edinburgh, Blackwood—London, Cadell,* 1829, royal 8vo. pp. 71.—Remarks on the Report of the Committee of the Edinburgh Chess Club. By W. Lewis. *London,* 1829. 8vo. pp. 11.—Answer to Mr. Lewis' Remarks on the Report of the Committee of the Edinburgh Chess Club. *Edinburgh, Blackwood,* 1833. 8vo.

* One Hundred Games of Chess actually played; Fifty of which were played in the Westminster Chess Club between La Bourdonnais and the first English Amateur. *London, Simpkin and Co.,* 1835, 8vo.

† A Selection of curious and entertaining Games at Chess that have been actually played. *London, Marchant,* 1817, 16mo. 87 *leaves. Very scarce.*

to enthusiasts like myself, it is melancholy to reflect that, of the thousands and thousands of games played in the past ages by the first artists on the continent of Europe, none are preserved, but all appear to be irretrievably lost in the hungry gulf of time.

Half a century has now elapsed since Philidor soared in the height of his fame. His celebrated Treatise on Chess has been translated into most modern languages, and continues to sustain its well earned honors. Undoubtedly the most interesting sections of that publication are the games played by Philidor without seeing the board. Of these, there are but nine, and they strike us at once as being so gifted with excellence, that we feel angry at the scantiness of the allowance, and long to be afforded further proofs of the transcendent skill of our mighty master. Philidor's visits to this metropolis were spread over a long series of years—from 1747, to his death in 1795—and during that time, he must have played many hundred games of the highest order. It is, unfortunately, too notorious, that most of the chief Chess-players are careless about noting down their games; and in almost every case of the preservation of similar relics, we are indebted more to the zeal of the bystander, than to the generosity of the author. Philidor was rarely, if ever, known to

record games of his own playing, and the same indifference has been since remarked in La Bourdonnais, Le Breton des Chapelles, and other distinguished players. The most earnest inquiries had been addressed to the last surviving contemporaries of Philidor, as well as to the remaining branches of his family yet existing in France, for any manuscript relics of which they might be possessed; but as such applications were uniformly fruitless, the chances of any fresh publication bearing his name, became, as years rolled on, both fewer and fainter. Still there remained to us a latent, lingering hope, that sooner or later, on the breaking up of some overgrown moth-eaten library, or curious antiquarian depository, —additional reminiscences, connected with the name and epoch of Philidor, might open to the light of the nineteenth century.

This hope, I rejoice to say, has been most unexpectedly and suddenly realized,—this event, so ardently desired, has here come to pass. Without the mysterious, and oft-times suspicious, agency of an old oak chest, or black ebony cabinet, a huge parcel of bona-fide Philidorian MSS. has found its way to earth by the most simple and unromantic means of transit. The choicest part of this "treasure trove" is

comprised in the present volume, and it becomes me, briefly, to give a sketch of its history and discovery.

Among the leading Chess-players in England, contemporary with Philidor, was the Reverend George Atwood. His acquaintance with mathematics was extensive *, and, between that science and Chess, were his leisure hours chiefly divided. Mr. Atwood was a pupil of Philidor, and did honor to the lessons of his master. He compiled, from various sources, a number of MS. volumes, in illustration of different branches of Chess; and, among the rest, collected several hundred games, played either by himself, or, under his own observation, by the first players of the age. At the death of Mr. Atwood, and on the consequent dispersion of his books, the greater part of his Chess-papers fell into the hands of his friend, Joseph Wilson, Esq. F. A. S., on whose library shelves, for many years, they quietly slumbered. Mr. Wilson belonged himself to the Philidorian set, and was no mean performer. He appears to have assisted Mr. Atwood with occasional contributions, and to have thus taken a share in the formation of the MS. collections alluded to. Mr. Wilson

* Mr. Atwood was the author of several works on Mathematics; including "A Treatise on Rectilinear Arches," &c.

died three years back, and, on the sale of his library*, the whole of these MSS., comprising nearly twenty volumes of various sizes, were bought by Mr. Thorpe, the bookseller, of Bedford-street, Covent Garden, in whose sale-catalogue of rare and valuable MSS., for 1833, they were displayed as below †; and from whom I hold them, "cum privilegio,"—by the fairest of tenures—purchase. I am minute in these details, not only for the sake of removing any doubts which might otherwise reasonably exist in this country, as to the genuineness of the MSS., but for the satisfaction of my brother Chess-players in France and Germany. It may be added, that the great merit of many of the games selected, affords the strongest intrinsic evidence of their indubitable authenticity.

* Mr. Wilson's Library was sold by public auction, at Messrs. Sothebys' Rooms, in Wellington-street, Strand. 1832-3.

† Extract from Mr. Thorpe's Sale-Catalogue of MSS. 1833:—

227. Chess.—Experimental Games at Chess; by the late George Atwood, 4to. 10s. 6d.

228. Chess.—Results of Games, played by Philidor, Count Bruhl, Bowdler, and other Chess players, describing minutely every move, with Problems concerning the game. By the Rev. George Atwood, the celebrated mathematician. Folio, 2*l*. 12*s*. 6*d*.

229. Chess.—Twelve volumes of Memoranda of Original Games, Notes on Philidor's Rules, &c. By the Rev. George Atwood, 5*l*. 5*s*.

Having thus acquired resources so voluminous, it would have been easy, had I preferred quantity to quality, to shape this work into a form of wider dimensions; but, being averse to mere book-making, I have submitted the ore of the mine to the most rigorous tests of purity. The greater part of the MSS. consisted of Variations upon different Openings, long since superseded by modern experience, and, consequently, of inferior value. Of the games preserved, moreover, unprejudiced in their favor by the great names they bore, I have rejected all such as did not appear to be endowed with a certain degree of interest or goodness of quality. As these games of Philidor's were chosen, for the most part, from such as Mr. Atwood saw played *, they probably form a fairer criterion of the real powers of that eminent individual, than would be afforded had they been se-

230. Chess.—Moves in Original Games, played by Count Bruhl, Lord Harrowby, Messrs. Beaurevoir, Conway, Bowdler, and others; a most interesting volume, recording the principal games of the famous Chess Club for a series of years. Folio, 1*l.* 11*s.* 6*d.*

It must be added that the above Synopsis of the contents of the different MSS., was decidedly not made by a Chess player.

* The Games were played at Parsloe's, in St. James's-street; at which place a Chess Club was instituted in 1774. Before that time the principal rendezvous of the metropolitan players was at Slaughter's Coffee House, in St. Martin's Lane; and the Salopian, Charing Cross.

lected by Philidor himself from his own games during the same period of time; though, for the same reason, it must be confessed, they include fewer specimens of *perfect* play. We here see Philidor in his every-day garb, and derive encouragement, as players ourselves, from catching him sometimes tripping. The most interesting games are invariably those in which one or two faults are committed; because the subsequent situations necessarily assume a more brilliant and diversified character, than during your tame exhibitions of perfect play, cold and hard, however rigidly accurate. This selection contains, also, sundry games played by Philidor, without seeing the board, to the delight and astonishment of the numerous spectators, of both sexes, who were admitted to the Chess-club with tickets, to witness this extraordinary performance of the human intellect.

In conclusion, I have to observe, that while to the confessedly scientific, notes appended to games are hardly necessary, it must be admitted that to the inferior player accompanying remarks of this description are highly essential. Wanting these, the tyro stumbles along in the dark, and, on attaining the last page, is, in reality, just as much advanced as when he first took up the book. The difficulty lies in appropriating notes so as to reach the happy medium between leaving the

text obscure to the moderate player, and inflicting upon the skilful amateur too large a measure of tediousness. Of the two extremes, I would rather, however, err in attaching too many than too few critical observations. The good player may pass them over, while the beginner will find his account in their examination. If, in this respect, I have not exactly hit the mark, I have, at least, spared no trouble in making the attempt. The whole of the marginal illustrations are my own, and they have not been hastily indited. The writing out this little Volume has afforded me some pleasant hours, and I am thus laid under an additional obligation to that game which has been to me, for years, the source of much unmixed enjoyment.

G. W.

London, May 1, 1835.

GAMES

PLAYED BY

PHILIDOR AND HIS CONTEMPORARIES.

GAME I.

PHILIDOR gives the odds of the Pawn and two moves to Mons. DE BEAUREVOIR, * March 31st, 1788.

[It is hardly necessary to add, that when a Pawn is given in advantage, it is always the King's Bishop's Pawn.]

BEAUREVOIR.	PHILIDOR.
1. K. P. two sq.	
2. Q. P. two sq.	K. P. one sq.
3. K. B. P. two sq.	Q. P. two sq.
4. K. P. advances.	Q. B. P. two sq.
5. Q. B. P. one sq.	Q. Kt. to B. third.
6. K. Kt. to B. third.	Q. to Q. Kt. third.
7. Q. R. P. one sq.	Q. R. P. two sq.
8. Q. R. P. one sq.	K. Kt. to R. third.
9. K. B. to Q. third.	Q. B. to Q. second.
10. Q. Kt. to R. third.	Castles.
11. Q. Kt. to Kt. fifth.	K. Kt. to B. second.
12. Q. B. to K. third.	Q. B. P. advances.
13. K. B. to Q. B. second.	Q. Kt. home. †
14. Q. Kt. to R. third.	Q. takes Q. Kt. P.

* M. DE BEAUREVOIR, having acquired considerable reputation in France for his skill in Chess, fancied, on coming to London in 1788, that he could at least make even games with PHILIDOR, at the Pawn and move. PHILIDOR, however, convinced him of his mistake, by giving him the Pawn and *two* moves; and winning the majority of a series of games at those odds.

† In order to win a Pawn by taking Kt. with Q. B.

15. Kt. to Q. Kt. fifth. *	B. takes Kt.
16. P. takes B.	Q. takes Q. Kt. P.
17. K. B. to Q. R. fourth.	Q. to Q. R. third.
18. Q. R. to Q. Kt. sq.	K. B. to K. second.
19. Castles.	Q. to Q. R. second.
20. Q. to Q. B. second.	K. Kt. P. one square.
21. R. to Q. Kt. fifth.	R. to Q. second.
22. K. R. to Q. Kt. sq.	K. Kt. to Q. sq.
23. R. to Q. Kt. sixth.	K. Kt. to Q. B. third.
24. K. Kt. P. two sq.	K. R. to K. B. sq.
25. K. R. P. two sq.	R. to Q. B. second.
26. K. to Kt. second.	Kt. to Q. Kt. fifth. †
27. Q. R. takes Kt.	P. takes R.
28. P. takes P.	Q. Kt. P. two sq. ‡
29. K. B. takes P.	R. to Q. Kt. second.
30. K. B. takes P.	R. to Q. B. second.
31. Kt. to Q. second.	P. takes B.
32. Kt. takes P.	Q. to Q. Kt. second, ch.
33. K. to Kt. third.	Q. Kt. to R. third.
34. Q. to K. second.	Kt. takes P.
35. Kt. to K. sixth, ch.	B. takes Kt.
36. P. takes B.	R. to Q. B. sixth.
37. K. to R. second.	R. to Q. B. seventh.
38. Q. B. to Q. second.	K. R. takes P.
39. Q. takes P. ch.	K. to Q. sq.
40. Q. to K. Kt. eighth, ch.	K. to Q. second.
41. Q. takes P. ch.	K. to Q. B. sq.
42. Q. takes Q. ch.	K. takes Q.
43. R. takes Kt. ch.	K. to Q. B. third.
44. K. attacks R.	R. to K. B. eighth.
45. P. checks.	K. takes leading P.
46. R. to Q. fourth.	K. to K. fourth.
47. R. to Q. third.	K. attacks R.
48. R. to K. third, ch.	K. takes P.
49. R. to Q. third, ch.	K. to K. fifth.
50. R. to K. third, ch.	K. to Q. fifth.
51. R. to K. second.	K. attacks R.
52. R. attacks P.	K. takes B.
53. R. takes P.	Q. R. to Q. B. sixth, ch.

* Mons. B. plays here backward and forward in an extraordinary sort of manner.

† Cutting off the advanced Rook.

‡ Very finely played.

54.	K. attacks R.	K. R. to B. sixth.
55.	K. R. P advances.	Q. R. to K. sixth.
56.	K. R. P. advances.	K. to K. seventh.

PHILIDOR wins in a few moves. *

GAME II.

PHILIDOR gives the Pawn and two moves to M. DE BEAUREVOIR.†

This game was played at the same sitting as the first.

	BEAUREVOIR.	PHILIDOR.
1.	Q. P. two sq.	
2.	Q. B. P. two sq.	K. P. one sq.
3.	K. P. two sq.	K. Kt. P. one sq.
4.	K. B. P. two sq.	Q. P. two sq.
5.	Q. B. P. takes P.	K. P. takes P.
6.	K. P. advances.	Q. B. P. two sq.
7.	K. B. checks.	Q. Kt. to B. third.
8.	Q. Kt. to B. third.	Q. R. P. one sq.
9.	B. takes Kt. ch.	P. takes B.
10.	Q. B. to K. third.	P. takes P.
11.	Q. takes P.	K. Kt. to R. third.
12.	Q. to Q. Kt. sixth.	Q. takes Q.
13.	B. takes Q.	Q. R. attacks B.
14.	Q. Kt. to R. fourth.	K. B. checks.
15.	K. to K. second.	Castles.
16.	Q. R. P. one sq.	K. B. to K. second.
17.	K. Kt. P. one sq.	Q. B. P. one sq.
18.	Q. R. to Q. Kt. sq.	Q. B. attacks R.

* If BEAUREVOIR advances K. R. P., PHILIDOR gives checkmate in three moves, beginning by checking at K. Kt. sixth.

† To the tyro in Chess it may be well once for all to state, that when the heading of a game specifies that certain odds are given, the pieces must be arranged accordingly. Thus, in the present instance, as in the first game, PHILIDOR gives the Pawn, and you remove the King's Bishop's Pawn from the array you imagine to represent PHILIDOR's side. As you get further on, it is sometimes stated that a Knight or Rook is given, either with, or without, the advantage of a Pawn in return. Be careful to have the Chess-men set up correctly, according to the different descriptions of odds specified, or the games will not play right. When no odds are mentioned, the parties are of course supposed to play even. The more advanced player will excuse this apparently needless note.

19. Q. R. to Q. sq.	Q. B. to K. fifth.
20. K. Kt. to B. third.	Q. B. to Q. B. seventh.
21. Q. B. takes P.	B. takes R. ch.
22. R. takes B.	B. takes B.
23. Kt. takes B.	R. takes P. ch.
24. K. to B. sq.	Kt. to K. B. fourth.
25. R. to Q. third.	K. R. to Q. B. sq.
26. Kt. to Q. Kt. third.	K. R. to Q. B. seventh.
27. Q. Kt. to Q. second.	Q. P. advances.
28. K. to K. second.	Q. R. to Q. R. seventh.
29. Kt. takes P.	Kt. takes Kt.*
30. R. takes Kt.	R. takes P.
31. K. Kt. P. advances.	Q. R. to K. R. sixth.
32. K. B. P. on.	R. takes P. ch.
33. K. to Q. sq.	R. takes Kt. ch.
34. R. takes R.	R. takes R. ch.
35. K. takes R.	P. takes P.
36. P. takes P.	K. R. P. two sq.
37. K. P. advances.	Q. R. P. advances.

PHILIDOR wins "forcement,"† for his King stops the two Pawns, while he queens either K. R. P. or Q. R. P.

GAME III.

PHILIDOR gives M. DE BEAUREVOIR the Pawn and two moves, April, 1788.

BEAUREVOIR.	PHILIDOR.
1. K. P. two sq.	
2. Q. P. two sq.	K. P. one sq.
3. Q. B. P. two sq.	K. Kt. P. one sq.
4. K. B. P. two sq.	Q. P. two sq.
5. Q. B. P. takes P.	P. takes P.
6. K. P. advances.	Q. B. P. two sq.

* By taking Kt. with R., compelling M. de B. to retake with R., PHILIDOR might have won a piece; for example :—

	R. takes Kt. ch.
30. R. takes R.	Kt. takes Kt. ch.
31. K. moves.	R. takes R.
32. K. takes R.	Kt. checks, and wins P., &c.

† In this strong and happily-chosen phrase, the editor but follows the MS.

7.	K. B. checks.*	Q. Kt. to B. third.
8.	K. Kt. to B. third.	Q. to Q. Kt. third.
9.	Q. Kt. to B. third.	P. takes P.
10.	K. Kt. takes P.	K. B. to Q. Kt. fifth.
11.	Q. B. to K. third.	K. Kt. to K. second.
12.	Q. R. P. one sq.	K. B. to Q. B. fourth.†
13.	Q. Kt. P. two sq.	B. takes Kt.
14.	B. takes B.	Q. to Q. B. second.
15.	Q. B. to Q. B. fifth.	Q. B. to K. third.
16.	Q. B. takes Kt.	Q. takes B.
17.	Kt. takes P.	Q. to Q. sq.
18.	Kt. to K. B. sixth, ch.	K. to B. second.
19.	Q. to K. B. third.	Q. to Q. Kt. third.
20.	B. takes Kt.	P. takes B.
21.	Kt. to K. fourth.	B. to Q. fourth.
22.	Kt. to Q. sixth, ch.	K. to Kt. second.
23.	Q. to K. B. second.	K. R. to K. B. sq.
24.	K. R. to B. sq.	Q. R. to Q. sq.
25.	Q. takes Q.	P. takes Q.
26.	K. Kt. P. one sq.	K. R. P. two sq.
27.	K. R. P. two sq.	Q. Kt. P. on.
28.	K. to B. second.	R. takes Kt.‡
29.	P. takes R.	K. R. to Q. sq.
30.	K. R. to K. sq.	R. takes Q. P.
31.	K. R. to K. fifth.	B. to K. third.
32.	Q. R. to K. sq.	K. to B. third.

This game terminated in a "remise," but the remainder was unfortunately not taken down. BEAUREVOIR has, at present, a decided advantage, and could only have allowed his adversary to draw the game through some important miscalculation.

* This is by no means good play. It loses the move, and allows PHILIDOR to bring out a piece. The party giving a Pawn always aims at changing off the pieces, and opening the game thoroughly; the party receiving the Pawn, should, on the contrary, avoid premature exchanges, but direct his whole attention to confining his adversary's men.

† It would be probably better to take Kt.

‡ This sacrifice is uncalled for.

GAME IV.

PHILIDOR gives Mr. WILSON * the Queen's Knight, in exchange for the Pawn and move.

	PHILIDOR.	WILSON.
1.	K. P. two sq.	K. Kt. to R. third.
2.	K. B. P. two sq.	K. Kt. to B. second.
3.	K. B. to Q. B. fourth.	K. P. one sq.
4.	K. B. to Q. Kt. third.	Q. B. P. two sq.
5.	Q. to K. second.	Q. Kt. to B. third.
6.	Q. B. P. one sq.	Q. to K. second.†
7.	K. Kt. to B. third.	Q. P. one sq.
8.	Q. P. two sq.	Q. Kt. P. one sq.
9.	K. P. one sq.	Q. P. advances.
10.	K. B. P. one sq.	Q. B. P. advances.
11.	P. takes K. P.	Q. B. takes P.
12.	K. B. to Q. B. second.	Castles.‡
13.	Castles.	K. R. P. one sq.
14.	Q. Kt. P. one sq.	K. Kt. P. two sq.
15.	Q. Kt. P. takes P.	P. retakes P.
16.	Kt. to Q. second.	Kt. to Q. R. fourth.
17.	Q. R. P. two sq.	K. R. P. moves.
18.	K. B. to K. fourth.	K. Kt. P. one sq.
19.	Q. R. to Q. Kt. sq.	K. B. to R. third.
20.	Q. R. to Kt. fifth.	B. takes Kt.
21.	B. takes B.	Q. to Q. second.
22.	Q. P. advances.	Kt. takes K. P.
23.	P. takes B.	Q. takes Q. B.
24.	Q. takes Q.	R. takes Q.
25.	R. takes K. Kt.	Kt. to Kt. sixth.
26.	K. P. advances, and wins the game.	

* JOSEPH WILSON, Esq. F.A.S.—A number of games played between this gentleman and the Rev. G. ATWOOD, will be found in the subsequent part of this volume.

† This move confines the Bishop.

‡ Dangerous play *en face* of the enemy's whole battery, and with his own Pawns broken and advanced in front of his King.

GAME V.

PHILIDOR gives Mr. WILSON the Queen's Knight, in exchange for Pawn and move.

	PHILIDOR.	WILSON.
1.	K. P. two sq.	K. Kt. to R. third.
2.	Q. P. two sq.	K. Kt. to B. second.
3.	K. B. P. two sq.	K. P. one sq.
4.	K. B. to Q. third.	Q. B. P. two sq.
5.	Q. B. P. one sq.	P. takes P.
6.	P. takes P.	Q. Kt. to B. third.
7.	K. Kt. to B. third.	K. B. checks.
8.	K. to K. second.	Q. to Q. B. second.
9.	Q. R. P. one sq.	K. B. to K. second.
10.	Q. B. to K. third.	Q. P. one sq.
11.	Q. Kt. P. two sq.	Q. B. to Q. second.
12.	Q. R. to Q. B. sq.	Q. to Q. sq.
13.	K. R. P. one sq.	Q. R. to Q. B. sq.
14.	K. Kt. P. two sq.	Q. Kt. home.
15.	Q. to Q. second.	R. takes R.
16.	R. takes R.	Q. P. on.
17.	K. P. on.	Q. R. P. one sq.
18.	K. B. P. on.	K. R. P. one sq.
19.	P. takes K. P.	Q. B. takes P.
20.	K. B. to B. fifth.	B. takes K. B.
21.	P. takes B.	B. to K. Kt. fourth.
22.	K. P. on.	B. takes B.
23.	P. takes Kt. ch.	K takes P.
24.	Q. takes B.	R. attacks Q.
25.	Kt. covers, ch.	K. to Kt. sq.
26.	Q. to K. B. fourth.	Q. to K. B. third.
27.	K. to K. B. third.	R. to K. B. sq.
28.	Kt. to K. Kt. sixth.	R. to K. sq.*
29.	Q. to K. fifth.†	Q. takes Q.‡
30.	P. takes Q.	Kt. to Q. B. third.
31.	K. to B. fourth.	K. to B. second.

* He cannot take B. P. with Q., on account of the check from Kt.

† A splendid move.

‡ It will be observed that if he took with R., PHILIDOR would immediately force mate by checking with R. The remainder of this game is particularly interesting.

32. R. to Q. sq.	Q. P. advances.
33. K. R. P. moves.	R. to Q. sq.
34. K. to K. fourth.	Q. Kt. P. two sq.
35. K. R. P. moves.	Q. R. P. moves.
36. R. attacks Kt.	Q. P. advances.
37. R. takes Kt.	Q. P. advances.
38. R. to Q. B. seventh, ch.	K. to Kt. sq.
39. K. B. P. advances.	P. takes K. B. P.*
40. K. P. takes P.	R. to Q. fifth, ch.†
41. K. to K. fifth.	R. to Q. fourth, ch.
42. K. to K. B. fourth.	R. to Q. fifth, ch.
43. K. to Kt. third.	R. to K. Kt. fifth, ch.

44. K. to R. third, and wins; for if WILSON takes Kt. with Rook, PHILIDOR retakes with K. R. P., afterwards giving Mate;—and playing almost any other move, PHILIDOR Mates with R. at K. Kt. seventh.

GAME VI.

PHILIDOR gives Mr. BOWDLER ‡ the odds of the Pawn and two moves, April 8, 1788.

BOWDLER.	PHILIDOR.
1. K. P. two sq.	
2. K. B. P. two sq.	K. P. one sq.
3. Q. P. two sq.	Q. P. two sq.
4. K. P. advances.	Q. B. P. two sq.
5. Q. B. P. one sq.	Q. Kt. to B. third.
6. K. Kt. to B. third.	K. Kt. to R. third.
7. K. B. to Q. third.	Q. to Q. Kt. third.
8. Q. to Q. Kt. third. §	Q. B. P. advances.

* If he queen the P., PHILIDOR Mates with R.

† PHILIDOR would not play well to take this Rook, for his opponent would then Queen the Pawn, and in so doing give a troublesome check.

‡ Mr. BOWDLER was the first English player of his day,—slightly inferior to the Count DE BRUHL. In PHILIDOR's Treatise on Chess we find a capital game between BOWDLER and PHILIDOR, the latter playing without seeing the board. (See PHILIDOR on CHESS, translated and edited by G. WALKER. London: Whittaker and Co., 1832. Pocket size.)

§ To take off the Queens strengthens PHILIDOR; particularly as in so doing that player's Q. R. P. is taken from a line where it is comparatively unserviceable, and the field is opened to the Q. R. If, in receiving the P. and two moves, you free your adversary's

9.	Q. takes Q.	P. takes Q.
10.	K. B. to Q B. second.	Q. Kt. P. advances.
11.	Q. Kt. P. two sq.	K. B. takes P.
12.	P. takes B.	Kt. takes Q. Kt. P.
13.	K. to Q. second.	Castles.
14.	K. Kt. P. one sq.	Q. B. to Q. second.
15.	Q. B. to R. third.	Kt. takes B.
16.	K. takes Kt.	R. takes B.
17.	Kt. takes R.	P. attacks Kt.
18.	K. R. to Q. Kt. sq.*	B. checks.
19.	K. to Q. second.	P. takes Kt.
20.	R. takes P.	K. Kt. to Kt. fifth.
21.	R. to Q. R. seventh.	Q. B. to K. sq.
22.	Q. R. to Q. Kt. sq.	B. to K. Kt. third.
23.	Q. R. to Q. Kt. seventh.	K. to corner.
24.	R. takes K. Kt. P.	Kt. to K. B. seventh.
25.	R. takes B.	P. takes R.
26.	Kt. to K. Kt. fifth.	R. to Q. Kt. sq.
27.	R. takes Q. R. P.	R. checks.
28.	K. to K. third.	Kt. to Kt. fifth, ch.
29.	K. to K. B. third.	Kt. takes K. R. P. ch.

PHILIDOR draws the game by a perpetual check with Kt., as Bowdler can only play to K. third, and back to K. B. third.

GAME VII.

PHILIDOR gives Mr. BOWDLER the Pawn and move. †

	BOWDLER.	PHILIDOR.
1.	K. P. two sq.	K. Kt. to R. third.
2.	K. B. to Q. B. fourth.	K. P. one sq.

position by exchanging the pieces, you are playing his game; and are, in fact, only receiving the Pawn, for you throw away the two moves.

* BOWDLER prefers giving up Kt., to bringing him home, which would confine Q. R., &c.

† A number of beautifully-played games at the odds of the Pawn and Move, are to be found in the little volume entitled "Fifty games selected from those played by the Automaton Chess Player. London: 1821, 12mo." These fifty games were played during the period in which the Automaton was conducted by Mons. M-ouret, one of the first Players in France; who, while thus engaged, gave the Pawn and move to all comers. He was encountered by several

3.	Q. Kt. to B. third.	K. Kt. to B. second.
4.	K. B. P. two sq.	Q. B. P. one sq.
5.	Q. to K. second.	K. B. to Q. B. fourth.
6.	K. Kt. to B. third.	Castles.
7.	Q. P. two sq.	K. B. to K. second.
8.	K. B. to Q. third.	Q. P. two sq.
9.	K. P. advances.	Q. Kt. to Q. second.
10.	Q. B. to K. third.	K. Kt. P. one sq.
11.	K. R. P. two sq.	K. Kt. to R. third.
12.	K. R. P. one sq.	K. Kt. to B. fourth.
13.	Q. to K. B. second.	K. to Kt. second.
14.	K. Kt. P. two sq.	Kt. takes B.
15.	Q. takes Kt.	K. R. to corner.
16.	K. to Q. second.	Q. B. P. advances.
17.	K. R. P. takes P.	K. R. P. takes P.
18.	K. Kt. P. advances.	Q. B. P. advances.
19.	K. B. to K. second.	Q. R. P. one sq.
20.	R. takes R.	Q. takes R.
21.	Q. to K. Kt. sq.	Q. Kt. P. two sq.
22.	Q. to K. R. sq.	Q. takes Q.
23.	R. takes Q.	Kt. to Q. Kt. third.
24.	R. to K. R. sixth.	Q. Kt. P. advances.
25.	Kt. to Q. sq.	Q. B. to Q. second.
26.	K. Kt. to R. fourth.	Q. B. to K. sq.
27.	K. B. to Kt. fourth.	Q. B. to K. B. second.
28.	Q. Kt. to K. third.	R. to K. R. square.
29.	R. takes R.	K. takes R.
30.	Kt. takes P. ch.*	B. takes Kt.
31.	K. B. takes P.	Q. B. to K. fifth.
32.	Kt. to K. Kt. fourth.	Q. B. P. checks.†
33.	P. takes P.	Kt. checks.
34.	K. to K. second.	P. takes P.
35.	Kt. to K. B. sixth.	B. takes Kt.
36.	K. P. takes B.	Kt. to Q. third.

of the principal players of our metropolis, but rarely lost a game. For other specimens of the Pawn-and-move debût, see "COCHRANE'S Treatise on Chess," and the celebrated "TRAITÉ DES AMATEURS," which last contains numerous examples of the best methods of play in receiving the Pawn and move, or Pawn and two moves.

* It would have been better play to take P. with K. B.; thus winning a second Pawn without risk.

† The midding player will do well to look twice at this scientific move.

37. K. to Q. sq. Kt. to Q. Kt. fourth.
38. K. Kt. P. one sq.

PHILIDOR was the conqueror.

GAME VIII.

PHILIDOR gives Mr. BOWDLER the Pawn and two moves.

BOWDLER.	PHILIDOR.
1. K. P. two sq.	
2. K. B. P. two sq.	K. P. one sq.
3. Q. P. two sq.	Q. P. two sq.
4. K. P. one sq.	Q. B. P. two sq.
5. Q. B. P. one sq.	Q. Kt. to B. third.
6. K. Kt. to B. third.	Q. to Q. Kt. third.
7. Q. to Q. Kt. third.	K. Kt. to R. third.
8. K. Kt. to Kt. fifth.	K. B. to K. second.
9. Q. takes Q.	P. takes Q.
10. K. B. attacks Kt.	Q. B. to Q. second.
11. B. takes Kt.	P. takes B.
12. K. R. P. two sq.	P. takes Q. P.
13. P. takes P.	B. takes Kt.
14. K. R. P. takes B.	Kt. to K. B. fourth.
15. K. to Q. second.	Kt. takes Q. P.
16. K. to Q. third.	Q. B. P. advances.
17. Q. Kt. to B. third.	Kt. to Q. Kt. sixth.
18. Q. R. to Kt. sq.	Pawn checks.
19. K. to K. second.	Kt. to Q. fifth, ch.
20. K. to K. third.	Kt. to K. B. fourth, ch.
21. K. to B. third.	Q. P. advances.
22. Kt. to K. fourth.	Q. B. to B. third.
23. K. Kt. P. two sq.	B. takes Kt. ch.
24. K. takes B.	Kt. to Kt. sixth, ch.
25. K. takes P.	Kt. takes R.
26. Q. B. to K. third.	Kt. to K. Kt. sixth.
27. K. takes P.	K. R. P. two sq.
28. P. takes P.	K. R. takes P.
29. B. takes P.	K. R. to R. fifth.
30. B. to K. third.	Kt. to K. R. fourth.
31. Q. R. to K. B. sq.	K. R. to R. seventh.
32. Q. Kt. P. two sq.	K. R. to K. seventh.
33. B. to Q. fourth.	Kt. to Kt. sixth.
34. K. to Q. third.	Q. R. checks.

PHILIDOR wins the game. If BOWDLER move K. he loses R., and if he interpose B., his opponent may at once take B. with R.

GAME IX.

PHILIDOR gives Mr. BOWDLER the Pawn and two moves.*

BOWDLER.	PHILIDOR.
1. K. P. two sq.	
2. K. B. P. two sq.	K. P. one sq.
3. Q. P. two sq.	The same.
4. K. P. advances.	Q. B. P. two sq.
5. Q. B. P. one sq.	Q. Kt. to B. third.
6. K. Kt. to B. third.	Q. to Q. Kt. third.
7. Q. to Q. Kt. third.	K. Kt. to R. third.
8. K. B. to Q. third.	Q. B. P. advances.
9. K. B. to Q. B. second.	P. takes Q.
10. K. Kt. to Kt. fifth.	Q. Kt. P. advances.
11. Q. takes Q.	K. Kt. P. one sq.
12. Kt. takes K. R. P.	R. takes Kt.
13. B. takes P. ch.	R. covers.
14. B. takes R. ch.	K. takes B.
15. Q. Kt. to R. third.	P. to Q. Kt. fifth.
16. Kt. to Q. Kt. fifth.	R. to R. fourth.
17. Q. R. P. two sq.	P. to Q. Kt. sixth.
18. K. R. P. one sq.	Q. B. to Q. second.
19. K. Kt. P. two sq.	Q. Kt. takes K. P. †
20. K. B. P. takes Kt.	B. takes Kt.
21. R. checks.	K. to K. sq.
22. R. takes B. ch.	K. takes R.
23. B. takes Kt. ch.	K. to B. second.
24. K. to Q. second.	K. to Kt. third.
25. B. to K. B. eighth.	R. takes P.
26. B. to Q. R. third. ‡	B. to K. sq.
27. K. R. P. on.	K. to Kt. second.
28. R. to K. B. sq.	B. to K. Kt. third.
29. K. to Q. B. sq.	Q. Kt. P. two sq.
30. R. to K. B. sixth.	R. to R. third.
31. K. R. P. advances.	B. to K. fifth.
32. K. Kt. P. advances.	B. to K. B. fourth.

* Some good examples of the various modes of play adopted by both parties in this opening, are to be found in LEWIS's Selection of Games actually played.

† At first sight this appears sound play; but the design is frustrated by the very skilful manner in which BOWDLER manœuvres.

‡ If he were to change Rooks, PHILIDOR would draw the game; the Bishops not running on the same diagonals.

33.	K. Kt. P. advances.	R. to Q. R. second.
34.	B. checks.	K. to Kt. sq.
35.	B. to K. R. sixth. *	R. to Q. R. sq.
36.	K. Kt. P. advances.	K. to R. second.
37.	R. to K. B. eighth.	K. takes B.
38.	P. queens, and wins the game.	

GAME X.

PHILIDOR gives Mr. BOWDLER the Pawn and two moves :—
April 16, 1788.

	BOWDLER.	PHILIDOR.
1.	K. P. two sq.	
2.	K. B. P. two sq.	K. P. one sq.
3.	K. Kt. to B. third.	Q. P. two sq.
4.	K. P. moves on.	Q. B. P. two sq.
5.	Q. P. two sq.	Q. Kt. to B. third.
6.	Q. B. P. one sq.	Q. to Q. Kt. third.
7.	Q. to Q. Kt. third.	K. Kt. to R. third.
8.	K. B. to Q. third.	Q. B. P. advances.
9.	Q. takes Q.	P. takes Q.
10.	K. B. to Q. B. second.	Q. B. to Q. second.
11.	Kt. to K. Kt. fifth.	K. Kt. P. one sq.
12.	Kt. takes K. R. P.	R. takes Kt.
13.	B. takes P. ch.	R. interposes.
14.	B. takes R. ch.	K. takes B.
15.	K. R. P. one sq.	Kt. to K. B. fourth.
16.	K. Kt. P. two sq.	Kt. attacks R.
17.	K. R. to Kt. sq.	Kt. to K. fifth.
18.	Kt. to Q. second.	Kt. takes Kt.
19.	Q. B. takes Kt.	P. to Q. Kt. fourth.
20.	Q. B. to K. third.	P. to Q. Kt. fifth.
21.	K. R. P. advances.	P. to Q. Kt. fourth.
22.	K. R. P. advances.	P. to Q. Kt. sixth.
23.	Q. R. P. one sq.	P. to Q. Kt. fifth.
24.	Q. B. home.	P. takes Q. B. P.
25.	P. retakes P.	Kt. takes Q. P.†
26.	P. takes Kt.	Q. B. P. advances.
27.	Q. R. to Q. Kt. sq.	K. B. takes P.

* If he advance K. R. P., PHILIDOR takes K. Kt. P. with B.

† By this bold sacrifice, the Pawns assume a commanding attitude. The play of the Pawns was, above all other parts of Chess, that in which PHILIDOR was the strongest.

28.	R. takes P.	B. takes B.
29.	R. takes P.	B. takes P.
30.	Q. R. to K. B. third.	R. checks.
31.	K. to B. second.	R. to Q. R. seventh, ch.
32.	K. to B. sq.	R. to Q. R. eighth, ch.
33.	K. to Kt. second.	R. checks.
34.	K. to B. sq.	

The game is drawn, for Mr. BOWDLER can never leave his Rook; and if he were to have played to B. second, PHILIDOR would again check at R. seventh. The first player cannot depart from this position; for though he may get his King to Kt. second, he cannot, in that case, play either to R. third, or to R. square, on account of the threatened checkmate; and if he interpose Rook, PHILIDOR changes Rooks, still drawing the "partie." This perpetual check, or what is tantamount to it, formed, of course, part of PHILIDOR's exact calculation when he suffered BOWDLER to pin B. with R.

GAME XI.

PHILIDOR gives Mr. BOWDLER the Pawn and two moves.

	BOWDLER.	PHILIDOR.
1.	K. P. two sq.	
2.	K. B. P. two sq.	K. P. one sq.
3.	Q. P. two sq.	Q. P. two sq.
4.	K. P. advances.	Q. B. P. two sq.
5.	K. Kt. to B. third.	Q. Kt. to B. third.
6.	K. B. pins Kt.	Q. to Q. Kt. third.
7.	B. takes Kt. ch.	P. takes B.
8.	Q. B. P. one sq.	P. takes Q. P.
9.	K. Kt. takes P.	Q. B. P. one sq.
10.	K. Kt. to B. third.	Q. B. to R. third.*
11.	Q. to Q. Kt. third.	K. B. to K. second.†
12.	K. Kt. P. two sq.	K. R. P. two sq.
13.	P. takes P.‡	R. takes P.
14.	Kt. to K. Kt. fifth.	B. takes Kt.

* A favorite position with good players for this Bishop.

† PHILIDOR will not take Q., as in so doing he would strengthen BOWDLER's Pawns. But he suffers Q. to remain; as, if she is taken, he unites Q. R. P. with Q. Kt. P.

‡ One of the worst moves he could play.

15. P. takes B.	K. Kt. to K. second.
16. Q. takes Q.	P. takes Q.
17. Kt. to Q. second.	K. Kt. to Kt. third.*
18. Kt. to K. B. third.	B. to Q. sixth.
19. K. to B. second.	B. to K. fifth.
20. K. R. to K. sq.	R. to K. R. sixth.
21. R. takes B.	P. takes R.
22. Kt. to Kt. sq.	R. to Q. sixth.
23. Kt. to K. second.	Kt. takes P.
24. Kt. to K. B. fourth.	Kt. checks.
25. K. to Kt. second.	Q. B. P. advances.†
26. Kt. takes P.	K. to K. second.
27. Kt. to Q. fourth.	Q. R. to K. B. sq.
28. K. to Kt. sq.‡	K. R. to Q. 8th, ch.
29. K. to Kt. second.	Q. R. checks.
30. K. to Kt. third.	K. R. to Kt. 8th, ch.
31. K. to R. file.	R. takes P.,—Mate.

GAME XII.

PHILIDOR gives Mr. LEYCESTER § the Queen's Kt, and the first move.

LEYCESTER.	PHILIDOR.
1. K. P. two sq.	The same.
2. K. B. to Q. B. fourth.	K. B. P. two sq. ‖
3. B. takes Kt.	R. takes B.
4. P. takes K. B. P.	Q. P. two sq.
5. Q. checks.¶	Kt. P. covers.

* If he take P. with R., BOWDLER moves Kt. to Q. B. fourth.

† This move is in the best style of "chesse-playe." If BOWDLER take R. with Kt., PHILIDOR retakes with Q. B. P., and the advance of his Pawns will be quite irresistible.

‡ Play as he may the game is lost. PHILIDOR, by his last move, threatens to mate in two moves. If BOWDLER played K. to corner, he would be mated in three moves. It is obvious that the Bishop cannot move without being lost; and if the Kt. checks at Q. B. sixth, PHILIDOR plays K. to Q. third.

§ Mr. LEYCESTER played one of the games recorded in PHILIDOR'S Treatise.

‖ This is an excellent move; quite as good as answering with the K. B. to Q. B. fourth. Whether the first player take Kt. or not, the player of the counter-gambit gets an attacking game.

¶ This check is always worse than useless in the present opening.

6	P. takes P.	R. takes P.*
7	K. Kt. P. one sq.	K. B. to Q. B. fourth.
8	Q. to K. second.†	Q. to K. second.
9	Q. Kt. to B. third.	Q. B. P. one sq.
10	Q. P. one sq.	Q. B. to Q. second.
11	Kt. to Q. R. fourth.	K. B. to Kt. fifth, ch.
12	Q. B. covers.	Castles.‡
13	Castles.	K. B. to Q. third.
14	Kt. to Q. B. third.	Q. R. to K. B. sq.
15	Q. R. to K. B. sq.	Q. Kt. P. two sq.
16	Kt. to Q. sq.	Q. B. to K. third.
17	K. to Kt. sq.	Q. P. advances.
18	K. B. P. one sq.	Q. B. to Q. fourth.
19	Kt. to K. B. second.	Q. to K. B. second.
20	Q. Kt. to K. fourth.	Q. B. takes P. ch.
21	K. to Q. B. sq.	K. B. to K. second.
22	K. B. P. one sq.	Q. B. to K. third.
23	Q. R. to K. B. second.	Q. B. attacks Q.
24	Q. to K. sq.	Q. to Q. R. seventh.
25	Q. B. P. two sq.	Q. Kt. P. takes P.
26	Q. P. takes P.	Q. takes Q. B. P. ch.
27	Q. Kt. covers.	P. takes Kt.
28	B. takes P.	K. B. to K. B. third.
29	Q. to K. B. sq.	Q. to Q. B. fourth.
30	K. Kt. to R. third.	P. takes K. B. P.
31	Kt. takes P.	B. takes B.
32	P. takes B.	Q. takes P. ch.
33	R. interposes.	Q. to Q. R. eighth, ch.
34	K. moves.	K. R. checks.
35	K. to K. third.	Q. gives Mate.

* He retakes with R. in order to play R. to K. third, should LEYCESTER take K. P.

† If he take R. P. with Q., Philidor obtains a fierce attack by placing Q. on K. B. third.

‡ Better than taking Q. B., for if LEYCESTER take B. with B. PHILIDOR wins a piece.

GAME XIII.

PHILIDOR gives Mr. LEYCESTER the Q. Kt. and move:—
March 30, 1788.

	LEYCESTER.	PHILIDOR.
1.	K. P. two sq.	K. P. one sq.
2.	K. B. to Q. B. fourth.	K. Kt. P. one sq.
3.	Q. B. P. one sq.	Q. Kt. P. one sq.
4.	Q. R. P. one sq.	Q. B. to Kt. second.
5.	Q. P. one sq.	K. B. to Kt. second.
6.	Q. to K. second.	K. R. P. one sq.
7.	K. B. P. two sq.	Q. P. one sq.
8.	K. B. P. on.	K. Kt. P. takes P.
9.	P. takes P.	Q. checks.
10.	K. to B. sq	Q. to K. B. third.
11.	K. Kt. to B. third.	Q. takes K. B. P.
12.	K. to B. second.	Q. R. P. one sq.
13.	K. R. to K. sq.	K. P. advances.
14.	K. to Kt. sq.	Kt. to K. second.
15.	K. R. to K. B. sq.	Q. P. one sq.
16.	K. B. to Q. Kt. third.	Q. to K. third.
17.	Q. P. moves.	K. P. moves.
18.	Kt. to K. sq.	Q. Kt. P. one sq.
19.	K. Kt. to Q. B. second.	K. B. P. two sq.
20.	Q. B. to K. B. fourth.	K. to Q. second.
21.	Kt. to K. third.	Q. B. P. one sq.
22.	Q. R. P. moves.	Q. to K. Kt. third.
23.	Q. Kt. to Q. second.	K. R. P. on.
24.	Q. to K. B. second.	K. R. to K. B sq.
25.	Q. to K. Kt. third.	Q. takes Q.
26.	K. R. P. takes Q.	K. to K. third.
27.	Q. R. P. takes P.	Q. R. P. takes P.
28.	R. takes R.	R. takes R.
29.	B. to K. Kt. fifth.	K. B. to B. third.
30.	Q. Kt. takes K. P. *	B. takes B.
31.	Kt. takes B. ch.	K. to B. third.
32.	Kt. to K. B. third.	Q. B. home.
33.	Kt. to K. R. fourth.	K. to Kt. fourth.
34.	K. B. to Q. B. second.	R. to Q. R. seventh.

* LEYCESTER plays here with great skill; PHILIDOR cannot move Q. P., and if he take Kt. with K. B. P., his foe captures K. B.

35. Q. Kt. takes K. B. P.	B. takes Kt.
36. Kt. takes B.	R. takes P.
37. Kt. takes Kt.	R. takes B.
38. Kt. takes Q. B. P.	R. takes Q. B. P.
39. Kt. to K. fifth.	Q. Kt. P. advances.
40. R. to Q. Kt. sq.	Q. Kt. P. advances.
41. K. to R. second.	K. to B. fourth.
42. K. to R. third.	K. to K. fifth.
43. Kt. to K. B. third.	K. to Q. sixth.
44. R. to Q. Kt. second. *	K. to Q. B. fifth.
45. Kt. to Q. second, ch.	K. to Kt. fifth.
46. K. to R. fourth. †	K. to Q. R. sixth.
47. R. takes P. ch.	R. takes R.
48. Kt. takes R.	K. takes Kt.

49. K. takes P. and LEYCESTER wins. He will queen the Pawn, in time to arrest the march of PHILIDOR's Q. P., for which he may give up Q., and then advance Kt. P.; ‡ making a second Queen.

GAME XIV.

PHILIDOR gives Mr. LEYCESTER Q. Kt. and move:—
March 30, 1788.

LEYCESTER.	PHILIDOR.
1. K. P. two sq.	K. P. one sq.
2. K. B. P. two sq.	K. B. to Q. B. fourth.
3. Q. P. two sq.	K. B. to Q. Kt. third.

* This move is extremely well timed; preventing the approach of the King.

† If L. were to change R. and Kt. for P. and R., each party would queen; but by judiciously waiting till he is a move forwarder, he is enabled to make the exchange the certain means of victory.

‡ For example:—PHILIDOR plays

	K. to Q. B. fifth.
50. P. moves.	K. takes P.
51. P. to Kt. fifth.	K. moves: say to K. sixth.
52. P. to Kt. sixth.	P. moves.
53. P. to Kt. seventh.	P. moves.
54. P. queens.	P. moves.

LEYCESTER may now give Queen for P., or may move to K. Kt. 4, and then to Q. sq., &c.

4.	K. Kt. to B. third.	Q. B. P. one sq.
5.	Q. to K. second.	Q. P. one sq.
6.	K. P. moves.	Q. P. advances.
7.	K. Kt. P. one sq.	K. R. P. one sq.
8.	K. R. P. two sq.	K. R. P. one sq.
9.	K. B. to R. third.	Q. to K. second.
10.	Q. B. P. one sq.	K. B. P. one sq.
11.	P. takes P.	P. takes P.
12.	Q. B. to K. third.	Q. B. to Q. second.
13.	Q. Kt. to Q. second.	Castles.
14.	Castles, Q. R.	K. Kt. to R. third.
15.	Q. R. to K. sq.	The same.
16.	Q. B. to K. B. second.	K. R. to Kt. sq.
17.	K. Kt. to R. second.	Q. to K. B. second.
18.	Q. to K. B. third.	Q. to K. Kt. third.
19.	K. Kt. to K. B. sq.	Kt. to K. Kt. fifth. *
20.	K. R. to Kt. sq.	K. P. advances.
21.	K. B. P. takes P.	P. takes P.
22.	B. takes Kt.	Q. B. takes P. †
23.	Q. to K. Kt. second.	K. P. advances.
24.	K. Kt. to K. third.	K. R. to K. B. sq.
25.	K. R. to K. B. sq.	Q. B. to K. B. sixth.
26.	Q. checks.	Q. to K. third.
27.	Q. takes Q. ch.	R. takes Q.
28.	K. Kt. to Q. sq.	Q. R. to K. B. third.
29.	Kt. takes B.	R. takes Kt.
30.	Q. R. to K. third.	Q. R. to K. B. third.
31.	Q. R. to K. sq.	K. B. to Q. B. second.
32.	Q. R. to K. third.	Q. R. to K. B. sixth.
33.	R. takes R.	R. takes R.
34.	K. to Q. second.	B. takes K. Kt. P. ‡
35.	K. to K. second.	B. to Q. third.
36.	Q. B. to K. sq.	R. to K. R. sixth.
37.	R. to K. B. fifth.	R. to R. seventh, ch.
38.	B. interposes.	K. to Q. second.
39.	R. takes K. R. P.	K. to K. third.
40.	R. to K. Kt. fifth.	B. to K. B. fifth.

* PHILIDOR is so well aware of the importance of uniting straggling Pawns, that he does not hesitate to offer an exchange (though with a Piece minus), to effect his object.

† He now prefers taking with B., as the P. may as well be isolated on one file as another.

‡ A great Pawn to win.

41.	R. to K. Kt. seventh.	Q. Kt. P. two sq.
42.	R. to Kt. sixth, ch.	K. to Q. second.
43.	R. to Kt. seventh, ch.	K. to K. third.
44.	R. takes Q. R. P.	B. to K. Kt. sixth.
45.	K. R. P. advances.	B. takes B.
46.	Kt. takes B.	R. takes K. R. P.
47.	R. to Q. B. seventh.	K. attacks R.
48.	R. to K. B. seventh.	R. to K. Kt. fourth.
49.	R. to K. B. fourth.	R. to K. Kt. eighth.
50.	Kt. to Q. sq.	R. to K. R. eighth.
51.	R. to K. B. second.	R. to Kt. eighth.
52.	Q. R. P. one sq.	R. to R. eighth.
53.	R. checks.	K. to Q. second.
54.	K. to Q. second.	R. checks.
55.	R. interposes.	R. to R. eighth.
56.	K. to Q. B. second.	K. to K. third.
57.	Kt. to K. third.	R. to K. eighth.
58.	Kt. to K. Kt. fourth.	R. to K. Kt. eighth.
59.	Kt. to K. fifth.	Q. B. P. advances.
60.	R. to K. second.	Q. B. P. advances.
61.	K. to Q. second.	R. to K. B. eighth.
62.	R. to R. second.	R. to Q. Kt. eighth.
63.	K. to K. third.	R. checks.
64.	R. covers.	R. to K. B. eighth.
65.	K. to Q. second.	R. to Q. Kt. eighth.
66.	K. to Q. B. second.	R. to K. B. eighth.
67.	Q. Kt. P. one sq.	K. to K. B. fourth.
68.	P. takes P.	Q. Kt. P. takes P.
69.	K. to Kt. second.	K. to K. B. fifth.
70.	Q. R. P. moves.	K. P. moves.
71.	K. to Q. R. third.	R. to K. B. seventh.
72.	R. takes P.	K. takes R.
73.	Kt. checks.	K. to Q. seventh. *
74.	Kt. takes R.	K. takes P.
75.	Q. R. P. moves.	K. to Q. seventh.
76.	Q. R. P. moves.	Q. B. P. moves.
77.	Q. R. P. moves.	Q. B. P. moves.
78.	P. queens.	P. queens, ch.

At this stage of the game, LEYCESTER cannot move K. to Kt. third, as PHILIDOR would in that case win the Queen in

* This move comes unexpectedly on the student, and is, indeed, beautifully scientific. By giving up the Rook, PHILIDOR forces a drawn game, which he could not do by any other mode of play.

two moves by checking at Q. Kt. eighth, and then at Q. R. eighth. Mr. L. played K. to R. seventh, and his opponent drew the game by a perpetual check; which L. could not prevent, on account of the relative position of his King and Queen.

GAME XV.

PHILIDOR gives Mr. LEYCESTER the Q. Kt. and move:—
May 3, 1788.

LEYCESTER.	PHILIDOR.
1. K. P. two sq.	The same.
2. K. B. to Q. B. fourth.	K. B. P. two sq.
3. B. takes Kt.	R. takes B.
4. P. takes K. B. P.	Q. P. two sq.
5. Q. checks.	P. interposes.
6. P. takes P.	R. takes P.
7. K. Kt. P. one sq.	Q. to K. B. third.
8. Q. to K. B. third.	Q. to Q. third.
9. K. R. P. one sq.	Q. B. to Q. second.
10. Q. P. one sq.	Castles.
11. Q. Kt. to Q. second.	Q. B. to B. third.
12. Q. to K. second.	K. B. to Kt. second.
13. Q. B. P. one sq.	Q. B. to Q. Kt. fourth.
14. Q. B. P. one sq.	Q. B. to Q. R. third.
15. K. Kt. to B. third.	Q. B. P. one sq.
16. K. Kt. to R. fourth.	R. to K. B. third.
17. Q. checks.	Q. to Q. second.
18. Q. takes Q., ch.	R. takes Q.
19. Castles.	Q. Kt. P. two sq.
20. Q. Kt. P. one sq.	Q. Kt. P. takes P.
21. Q. P. takes P.	K. B. to R. third.
22. Q. Kt. to K. B. third.	B. takes B.
23. Q. R. takes B.	K. P. on.
24. Q. Kt. to K. fifth.	Q. R. to K. second.
25. Q. Kt. to K. Kt. fourth.	K. R. to K. third.
26. P. takes P.	B. takes R.
27. P. takes R.	B. takes K. R. P.
28. R. takes P. ch.	K. to Kt. second.
29. Q. Kt. to K. fifth.	B. takes P.
30. R. to Q. B. third.	B. to Q. fourth.
31. Q. Kt. to K. Kt. fourth.	B. to Q. B. third.

32.	Q. Kt. to K. third.	R. to K. B. second.
33.	K. Kt. to B. fifth.	R. to K. B. third.
34.	K. Kt. to Q. fourth.	B. to K. sq.
35.	R. to Q. B. fifth.	R. to Q. third.
36.	K. Kt. to B. fifth.	R. to Q. R. third.
37.	Q. R. P. two sq.	B. to K. Kt. third.
38.	R. to K. fifth.	R. to K. B. third.
39.	K. Kt. to K. seventh.	R. to Q. third.
40.	Q. Kt. to K. B. fifth.	B. takes Kt.
41.	Kt. takes B.	R. checks.
42.	K. to Kt. second.	R. to Q. sixth.

After a protracted struggle, PHILIDOR was compelled to resign the game.

GAME XVI.

PHILIDOR gives Mr. LEYCESTER the Q. Kt. and the move.

	LEYCESTER.	PHILIDOR.
1.	K. P. two sq.	The same.
2.	K. B. to Q. B. fourth.	K. B. P. two sq.
3.	B. takes Kt.	R. takes B.
4.	P. takes K. B. P.	Q. P. two sq.
5.	Q. checks.	P. covers.
6.	P. takes P.	R. takes P.
7.	Q. takes K. R. P.	Q. to K. B. third.
8.	K. Kt. P. one sq.	K. B. to Q. B. fourth.
9.	K. B. P. one sq.	Q. B. to Q. second.
10.	Q. to K. R. fourth.	Q. takes Q.
11.	P. takes Q.	R. takes Kt. ch.
12.	R. takes R.	B. takes R.
13.	Q. P. one sq.	B. takes K. R. P.
14.	Q. B. to Kt. fifth.	K. B. checks.
15.	K. to Q. sq. *	K. to K. B. second.
16.	Q. Kt. to Q. second.	Q. B. P. one sq.
17.	K. to K. second.	R. to K. R. sq.
18.	R. to K. R. sq.	Q. B. to K. B. fourth.
19.	K. R. P. moves.	R. to K. Kt. sq.
20.	Q. B. to K. third.	Q. P. one sq.
21.	Q. B. to K. B. second.	K. B. to K. B. fifth.

* It would be better to move at once K. to K. second, in order to allow of the Rook's being brought round. Mr. LEYCESTER seems to have discovered this afterwards.

22. K. R. P. moves.	R. to K. R. sq.
23. Kt. to Q. B. fourth.	Q. Kt. P. two sq.
24. R. to K. R. fifth.	K. attacks R.
25. R. takes B.	K. takes R.
26. Kt. to Q. second.	B. takes Kt.
27. K. takes B.	R. takes P.
28. K. to K. second.	R. to K. R. seventh.
29. K. to K. B. sq.	K. to K. B. fifth.
30. K. attacks R.	K. takes P. *
31. K. takes R.	K. takes B.
32. K. to R. third.	K. to K. B. sixth. †
33. Q. Kt. P. one sq.	Q. B. P. moves.
34. Q. R. P. one sq.	K. P. moves.
35. P. takes K. P.	K. takes P.

PHILIDOR has a won game.

GAME XVII.

PHILIDOR gives the Hon. H. CONWAY ‡ Q. Kt. for the two first moves:—April 6, 1788.

PHILIDOR.	CONWAY.
1. K. P. two sq.	
2. K. B. P. two sq.	Q. P. two sq.
3. K. P. advances.	K. B. P. one sq.
4. Q. P. two sq.	K. Kt. to R. third.
5. K. Kt. to B. third.	K. Kt. to B. second.
6. K. B. to Q. third.	Q. B. to Kt. fifth.
7. K. R. P. one sq.	B. takes Kt.
8. Q. takes B.	K. P. one sq.
9. Q. B. to K. third.	Q. Kt. to Q. second
10. Q. B. P. one sq.	Q. B. P. two sq.
11. Castles, K. R.	K. B. P. on.
12. K. B. takes B. P.	P. takes B.

* This move is beautiful, on account of its simplicity. By giving up R. for B. and P., PHILIDOR cuts off the communication between the enemy's general and his "corps d'armèe."

† It would be premature to attack the Pawns, as LEYCESTER would move upon Kt. fourth, and B. fifth. By advancing the K. P. at a subsequent time, the game is decided in a very few moves.

‡ Afterwards Lord HENRY SEYMOUR. He played the first game of the third Match given in PHILIDOR'S Treatise, and attained, in Chess, the honorable rank of first-rate.

13. Q. takes Q. P. *	Q. Kt. to Q. Kt. third.
14. Q. to K. sixth, ch.	K. B. interposes.
15. Q. takes K. B. P.	Castles.
16. Q. R. to Q. sq.	P. takes P.
17. Q. B. takes P.	Q. to Q. B. second.
18. Q. to K. fourth.	K. B. to Q. B. fourth.
19. Q. Kt. P. two sq.	B. takes B. ch.
20. P. takes B.	Q. R. to Q. sq.
21. Q. P. moves.	Kt. takes K. P.
22. P. takes Kt.	K. R. takes R. ch.
23. K. takes R.	Q. to K. B. second, ch.
24. K. to Kt. sq.	R. takes P.
25. R. attacks Q.	Q. to K. third.
26. Q. to K. B. third.	Kt. to Q. second.
27. Q. to Q. B. third.	Kt. takes P.
28. Q. to Q. B. seventh.	Q. to Q. Kt. third, ch.

This game was won by Mr. CONWAY. It is evident that PHILIDOR, being compelled to exchange Queens, has not sufficient "matériel" to continue the attack with any chance of ultimate victory; save such as might arise from gross miscalculation on the part of his adversary.

GAME XVIII.

PHILIDOR gives Mr. CONWAY the Queen's Kt. for the two first moves:—April 24, 1788.

PHILIDOR.	CONWAY.
1. K. P. two sq.	
2. K. B. P. two sq.	Q. P. one sq.
3. K. Kt. to B. third.	Q. Kt. P. one sq.
4. Q. P. two sq.	Q. B. to Kt. second.
5. K. B. to Q. third.	K. B. P. one sq.
6. Q. B. P. one sq.	K. Kt. to R. third.
7. Q. B. to K. third.	K. Kt. to B. second.
8. K. Kt. P. one sq.	Q. Kt. to Q. second.
9. Q. Kt. P. two sq.	K. P. two sq.
10. Q. P. advances.	Q. to K. second.
11. K. to K. B. second.	K. B. P. on. †

* PHILIDOR appears to prefer any thing to abandoning K. P. On the present occasion he refuses to advance K. P.

† In order, should he take, to fork two pieces with K. P.

12. K. R. to K. sq.	K. B. P. takes P.
13. K. B. takes P.	Q. Kt. to K. B. third.
14. Q. to Q. third.	Kt. takes B.
15. Q. takes Kt.	K. Kt. P. one sq.
16. B. to Q. fourth.	K. B. to Kt. second. *
17. K. B. P. takes P.	Q. P. takes P.
18. B. takes K. P.	B. takes B.
19. Kt. takes B.	Castles, K. R.
20. K. to Kt. second.	Q. R. to K. sq.
21. Kt. takes Kt.	Q. takes Q., ch.
22. R. takes Q.	R. takes R.

Won by Mr. CONWAY.

GAME XIX.

PHILIDOR gives Mr. CONWAY Q. Kt. for two moves.

PHILIDOR.	CONWAY.
1. K. P. two sq.	
2. K. B. P. two sq.	Q. P. two sq.
3. K. P. on.	Q. P. on.
4. K. B. to Q. B. fourth.	Q. B. P. two sq.
5. Q. P. moves.	K. P. moves.
6. Q. B. P. one sq.	Q. Kt. to B. third.
7. Q. R. P. two sq.	K. B. to K. second.
8. K. Kt. to B. third.	K. Kt. to R. third.
9. Castles.	Castles.
10. Q. B. to Q. second.	K. to R.
11. K. R. P. one sq.	Kt. to K. B. fourth.
12. K. Kt. P. two sq.	Kt. to K. sixth.
13. B. takes Kt.	P. takes B.
14. Q. to K. second.	Kt. to Q. R. fourth.
15. K. B. to R. second.	Q. B. P. advances.
16. Q. P. advances.	Kt. to Q. Kt. sixth.
17. Q. R. to Q. sq.	Q. to Q. R. fourth.
18. Q. takes Q. B. P.	Kt. to Q. seventh.
19. Kt. takes Kt.	P. takes Kt.
20. R. takes P.	Q. R. P. one sq.
21. B. to Q. Kt. sq.	K. B. P. two sq.
22. Q. Kt. P. one sq.	Q. Kt. P. two sq.
23. Q. R. P. takes P.	Q. takes Q. R. P.

* If he took B. with P., PHILIDOR would retake P. with Q., attacking Q. with R., and thus forcing the game.

24. K. B. to Q. third.	Q. takes Q.
25. P. takes Q.	Q. B. to Kt. second.
26. P. to Q. B. fifth	Q. R. to Q. sq.
27. K. to R. second.	B. to K. fifth.
28. B. takes B.	P. takes B.
29. Q. R. to K. second.	Q. R. P. on.
30. K. to Kt. third.	K. B. takes P.
31. R. takes P. *	K. B. to K. second.
32. R. to Q. R. sq.	Q. R. home.
33. K. R. P. on.	K. R. to Q. B. sq.
34. Q. R. to K. third.	Q. R. P. moves.
35. K. B. P. on.	Q. R. P. on.
36. P. takes K. P.	Q. R. P. on.
37. Q. P. moves.	K. B. to Q. B. fourth.
38. R. to K. B. third.	K. to Kt. sq.
39. Q. P. on.	K. R. to K. B. sq.
40. K. P. on.	R. takes R. ch.
41. K. takes R.	K. to B. second.
42. K. to K. fourth.	K. to K. †
43. K. to Q fifth. ‡	B. takes Q. P.
44. P. takes B.	R. checks.
45. K. to K. sixth.	R. to R. third.
46. Gives Checkmate in three moves. §	

GAME XX.

PHILIDOR gives Mr. CONWAY Q. Kt. for the two moves.

PHILIDOR.	CONWAY.
1. K. P. two sq.	
2 K. B. P. two sq.	Q. P. one sq.
3. Q. P. two. sq.	K. B. P. one sq.
4. K. B. to Q. third.	K. Kt. to R. third.
5. K. Kt. to B. third.	Kt. to K. B. second.
6. Q. B. P. one sq.	Q. B. to K. Kt. fifth.

* PHILIDOR prefers keeping his Pawns together, to taking the Bishop; in which case the Rook would check, &c.

† If he move K. to K. third, PHILIDOR takes P. with R.

‡ Intending to seat K. at K. 6.

§ He does not take P. with R., which at first sight would seem the most forward play; but which would allow CONWAY to protract the Mate beyond three moves, by also taking P. with R. PHILIDOR's first move is R. to K. B. sq.

7.	K. B. P. advances.	Q. Kt. to Q. second.
8.	K. R. P. one sq.	B. takes Kt.
9.	Q. takes B.	Q. B. P. two sq.
10.	Castles.	P. takes P.
11.	P. takes P.	Q. to Q. Kt. third.
12.	Q. to K. B. second.	Q. R. to Q. B. sq.
13.	Q. B. to K. third.	Q. home.
14.	Q. R. to Q. B sq.	K. Kt. P. two sq.
15.	R. takes R.	Q. takes R.
16.	R. attacks Q.	Q. to Q. Kt. sq.
17.	K. B. to Q. B. fourth.	K. B. to Kt. second.
18.	K. B. to K. sixth.	Kt. to Q. sq.
19.	Q. to K. second.	Kt. takes B.
20.	P. takes Kt.	Kt. to Q. Kt. third.
21.	Q. to Q. Kt. fifth, ch.	K. to K. B. sq.
22	Q. P. advances.	K. B. to R. third.
23.	B. takes Kt.	P. takes B.
24.	Q. takes P.	K. to Kt. second.
25.	R. to Q. B. seventh.	R. to K. sq.
26.	K. Kt. P. two sq.	K. to B. sq.
27.	Q. takes Q. Kt. P.	Q. takes Q.
28.	R. takes Q.	B. to K. Kt. second.
29.	K. to B. second.	R. to Q. B. sq.
30.	K. to K. third.	K. R. P. two sq.
31.	K. to Q. third.	P. takes P.
32.	P. takes P.	K. B. P. advances.
33.	Q. R. P. two sq.	K. B. P. advances.
34.	Q. Kt. P. two sq.	Q. R. to corner.
35.	Q. R. P. advances.	K. B. to B. third.
36.	K. to Q. B. fourth.	K. home.
37.	R. to Q. seventh. *	R. to Q. R. third.
38.	K. attacks R.	R. to corner.
39.	Q. R. P. advances.	R. checks.
40.	K. to R. fifth, and won the game.	

* In order to cut off the adverse King, while PHILIDOR advances his Pawns, supported by his own King. This move is well timed, for the check of the Rook by CONWAY is worse than useless.

GAME XXI.

Played by PHILIDOR, without seeing the board, against the Count de BRUHL; * May 6, 1787. PHILIDOR gives the move only.

BRUHL.	PHILIDOR.
1. K. P. two sq.	The same.
2. K. B. to Q. B. fourth.	Q. B. P. one sq.
3. Q. to K. second.	K. Kt. to B. third.
4. Q. P. one sq.	K. B. to Q. B. fourth.
5. Q. B. to K. third.	B. takes B
6. P. takes B.	Q. P. one sq.
7. Q. B. P. one sq.	Q. B. to K. third.
8. B. takes B.	P. takes B.
9. K. Kt. to R. third.	Q. Kt. to Q. second.
10. Castles.	Q. to K. second.
11. Q. Kt. to Q. second.	Castles, K. R.
12. K. to corner.	Q. P. advances.
13. P. takes P.	Doubled P. takes P.
14. K. P. advances.	P. takes P.
15. Kt. takes P.	Kt. takes Kt.
16. Q. takes Kt.	R. takes R. ch.
17. R. takes R.	Kt. to K. B. third.
18. Q. to Q. B. fourth, ch.	K. to corner.
19. Q. to K. R. fourth.	K. R. P. one sq.
20. Q. P. advances.	K. P. takes P.
21. R. to K. sq.	Q. to K. B. second.
22. P. takes P.	Q. to K. R. fourth.
23. Q. takes Q.	Kt. takes Q.
24. R. to K. fifth.	K. Kt. P. two sq. †
25. R. to K. sixth. ‡	K. to Kt. second.
26. R. checks.	K. to Kt. third.

* Count BRUHL was one of the leading Chess-players in England. His name is well known to all who have gone through PHILIDOR'S Treatise. PHILIDOR could at this period have given BRUHL the Knight, playing across the board. The Count afterwards advanced considerably in his knowledge of the game.

† Bad play; losing a Pawn immediately.

‡ This move secures the gain of a Pawn; for as the second player must move up K. to defend P., BRUHL wins Q. Kt. P. by checking.

27. R. takes Q. Kt. P.	P. attacks Kt.
28. Kt. to Kt. sq.	R. to Q. sq.
29. R. takes P.	R. takes P.
30. R. to Q. B. seventh.	R. to Q. Kt. fifth.
31. Q. R. P. two sq.	R. takes Q. R. P.
32. R. takes Q. B. P. ch.	K. to Kt. fourth.
33. R. checks.	K. to Kt. third.
34. R. to Q. Kt. fifth.	R. to adv. Q. R. sq.
35. K. Kt. P. moves.	R. to Q. eighth.
36. Q. Kt. P. two sq.	R. to Q. seventh.
37. R. checks.	Kt. covers.
38. Q. Kt. P. advances.	R. to Q. Kt. seventh.
39. R. to Q. Kt. eighth.	Kt. to K. fifth.
40. Q. Kt. P. advances.	Kt. to K. Kt. fourth.
41. Q. Kt. P. advances.	K. to R. fourth. *
42. R. to K. B. eighth.	R. takes Q. Kt. P.
43. R. to K. B. second.	R. to Q. Kt. eighth.
44. K. moves.	R. takes Kt. ch.
45. K. takes R.	Kt. to R. sixth, ch.
46. K. to Kt. second.	Kt. takes R.
47. K. takes Kt.—Drawn.	

GAME XXII.

PHILIDOR gives Count BRUHL Queen's Rook for Pawn and move, † May 7, 1787.

PHILIDOR.	BRUHL.
1. K. P. two sq.	K. P. one sq.
2. K. B. P. two sq.	Q. P. two sq.
3. K. P. advances.	Q. B. P. two sq.
4. Q. B. P. one sq.	Q. Kt. to B. third.
5. Q. P. two sq.	Q. B. to Q. second.
6. K. Kt. to B. third.	K. B. to K. second.

* If he leave K. at Kt. third, BRUHL would check with R., and then Queen P.

† Giving the Rook, or Kt., for the Pawn and move, or Pawn and two or more moves, is a description of odds commonly adopted in France, though I have never yet seen it introduced in this country. To practise it would add to the variety of Chess, and one would suppose it would be particularly agreeable to such players as, in giving odds, prefer the certainty of a brilliant attack, (consequent upon giving a piece for a pawn), to sustaining those efforts of suf-

7.	K. Kt. P. two sq.	K. Kt. to R. third.
8.	K. R. P. one sq.	Q. B. P. takes P.
9.	P. takes P.	Q. checks.
10.	Q. Kt. to B. third.	Q. R. P. one sq.
11.	K. to B. second.	Q. Kt. P. two sq.
12.	K. B. to Q. third.	K. Kt. P. one sq.
13.	K. B. P. advances.	Q. Kt. P. on.
14.	Q. Kt. to K. second.	K. Kt. takes K. B. P.
15.	P. takes Kt.	Kt. P. takes P.
16.	K. B. to Q. Kt. sq.	K. R. to K. Kt. sq.
17.	Kt. to K. B. fourth.	Castles.
18.	Q. B. to K. third.	K. to Kt. second.
19.	Q. to Q. Kt. third.	K. to Q. R. sq.
20.	K. B. to Q. third.	Q. B. home.
21.	Q. R. P. one sq.	P. takes Q. R. P.
22.	P. takes P.	Q. Kt. to R. second. *
23.	R. to Q. Kt. sq.	Q. to Q. B. second.
24.	Q. to Q. Kt. sixth.	Q. to Q. Kt. second.
25.	K. B. takes R. P.	Q. takes Q.
26.	R. takes Q.	K. B. takes R. P.
27.	Kt. takes K. P.	B. takes Kt.
28.	K. B. checks.	K. moves.
29.	B. takes P. dis. ch.	K. to Q. B. second.
30.	R. to Q. Kt. seventh, ch.	K. to Q. B. sq.
31.	R. takes Kt.	B. takes B.
32.	R. takes B.	K. to Kt. second.
33.	R. to Q. R. fifth.	K. attacks R.
34.	R. to Q. B. fifth.	K. R. to Kt. second.
35.	Q. B. to Kt. fifth.	Q. R. to Q. second.
36.	Q. B. to K. B. sixth.	K. R. to Kt. sq.
37.	Kt. to K. Kt. fifth.	K. R. P. one sq.
38.	K. P. advances.	Q. R. to Q. third.
39.	Kt. to K. B. seventh.	K. R. checks.

fering patience, so largely called forth, in simply giving the Pawn and move, or Pawn and two moves. The odds of the Rook for Pawn and one or two moves, are equivalent to the Knight for the move. The odds of the Kt. for the P. and move, are about equal to the Pawn and two moves. The Kt. for the P. and two moves, is not more than giving the Pawn and move. The Rook for the Pawn and three moves, is somewhat less odds than the Kt., but the Rook for the Pawn and four moves, as I have observed in another place, amounts to no more than giving the Pawn and move.

* If he take P. with B., PHILIDOR would move R. to Q. R. sq. If he take P. with Q., PHILIDOR would get a sort of attack.

40. K. to K. B. sq.	Q. R. takes P.
41. B. checks.	K. to Kt. second.
42. R. takes B.	K. R. to Q. Kt. seventh.
43. R. takes K. B. P.	Q. R. to Q. B. third. *
44. B. to K. R. fourth.	Q. R. to Q. B eighth, ch.
45. B covers.	R. to K. R. seventh.
46. R. to K. fifth.	R. takes P.
47. K. attacks R.	R. to Q. sixth.
48. Kt. to Q. sixth, ch.	K. to Q. B. third.
49. Kt. to K. B. fifth.	R. to Q. B. seventh, ch.

The remainder was unfortunately not preserved. PHILIDOR has two minor pieces for the Rook; and, although the denouement is wanting, the game is well worthy of close examination.

GAME XXIII.

PHILIDOR gives Count BRUHL the Q. R. for the Pawn and move.

PHILIDOR.	BRUHL.
1. K. P. two sq.	Q. B. P. two sq.
2. Q. checks.	K. Kt. P. one sq.
3. Q. takes Q. B. P.	Q. P. one sq.
4. Q. to K. third.	Q. Kt. to B. third.
5. K. B. P. two sq.	K. P. two sq.
6. K. Kt. P. one sq.	P. takes P.
7. P. takes P.	Q. checks.
8. Q. to K. Kt. third.	Q. takes Q. ch.
9. P. takes Q.	K. Kt. to B. third.
10. Q. P. one sq.	Q. B. to Kt. fifth.
11. K. Kt. to R. third.	Q. Kt. to Q. fifth.
12. Q. B. P. one sq.	Q. R. to Q. B. sq.
13. K. to B. second.	K. B. to Kt. second.
14. K. B. to Kt. second.	Q. Kt. to B. third.
15. Q. P. one sq.	B. takes Kt.
16. B. takes B.	K. Kt. takes P. ch. †
17. K. to B. third.	Kt. takes K. Kt. P.
18. R. checks.	K. to Q. sq.

* Offering Checkmate.

† A bad move; because it allows the King to attack, and thus BRUHL will have two pieces "en prise."

19. B. takes R.	K. takes B.
20. K. takes Kt.	K. to Q. second.
21. Kt. to Q. second.	Kt. to K. second.
22. Kt. to K. B. third.	K. R. to K. B. sq.
23. Q. R. P. one sq.	Kt. checks.
24. K. to B. second.	K. R. P. one sq.
25. Q. P. advances.	R. to K. B. second.
26. K. R. to Kt. sq.	R. to K. B. third.
27. B. to K. third.	Q. Kt. P. one sq.
28. Kt. to Q. fourth.	Kt. takes Kt.
29. B. takes Kt.	R. takes P. ch.
30. K. to K. third.	B. takes B. ch.
31. P. takes B.	R. to K. B. third.
32. Q. Kt. P. two sq.	K. Kt. P. one sq.
33. Q. R. P. one sq.	R. to K. B. fourth.
34. K. R. home.	R. to K. B. third.
35. R. to K. Kt. sq.	R. to K. B. fourth.

Drawn game; each party persisting in the same move. PHILIDOR having a P. less, and a doubled pawn in the centre, was doubtless well satisfied to draw. BRUHL, on the other hand, played with what appears to us unnecessary timidity: but it must be remembered, that against an opponent capable of giving the piece, the game is still attended with considerable difficulty. It would require very exact play to win this position against PHILIDOR.

GAME XXIV.

PHILIDOR gives Count BRUHL Q. Rook for Pawn and move.

PHILIDOR.	BRUHL.
1. K. P. two sq.	K. P. one sq.
2. K. B. P. two sq.	Q. P. two sq.
3. K. P. advances.	K. Kt. to R. third.
4. K. Kt. to B. third.	K. B. to K. second.
5. Q. B. P. one sq.	Q. B. to Q. second.
6. K. B. to Q. third.	Q. B. P. two sq.
7. K. B. to Q. B. second.	Q. Kt. to B. third.
8. Q. P. one sq.	Q. to Q. Kt. third.
9. Q. to K. second.	Castles, Q. R.
10. Q. Kt. to Q. second.	Q. B. to K. sq.
11. Q. Kt. to K. B. sq.	Q. B. to K. R. fourth.

12.	K. R. P. one sq.	B. takes Kt.
13.	Q. takes B.	Q. R. to K. B. sq.
14.	Q. to K. second.	Q. R. to K. B. second.
15.	Q. R. P. one sq.	Q. R. P. two sq.
16.	Q. Kt. P. one sq.	K. R. to K. B. sq.
17.	K. Kt. P. one sq.	K. Kt. P. two sq.
18.	P. takes P.	Q. R. attacks Q.
19.	Q. to Q. sq.	K. Kt. to Kt. sq.
20.	Q. B. to K. third.	Q. R. to K. B. sixth.
21.	Q. P. one sq.	P. takes Q. P.
22.	P. takes P.	B. takes Q. R. P. *
23.	B. takes K. R. P.	K. to Q. second. *
24.	B. takes Kt.	B. checks.
25.	K. to K. second.	Q. to Q. Kt. fourth, ch.
26.	Q. covers.	Q. takes Q. ch. †
27.	K. takes Q.	R. takes Kt.
28.	R. takes R.	R. takes R.
29.	K. R. P. on.	Kt. to K. second.
30.	K. B. to R. seventh.	R. to K. B. sq.
31.	P. to K. Kt. fourth. ‡	R. to K. R. sq.
32.	P. supports B.	Kt. takes P. §
33.	B. takes Kt.	R. takes P.
34.	K. Kt. P. advances.	K. B. to K. second.
35.	K. B. to B. seventh.	K. B. home.
36.	K. Kt. P. advances.	K R. to R. sixth. ‖
37.	K. to K. second.	R. takes B. ch.
38.	K. takes R.	Q. Kt. P. two sq. ¶
39.	K. to Q. third.	Q. R. P. advances.
40.	P. takes P.	P. takes P.

41. K. to Q. B. third, and draws the game.

* It were better to take B. with R., checking, and getting a powerful attack.

† Bad play ; should take B. with R. ch., and then check with the other Rook, and capture Q. &c. Or might check at once with R. at K. B. seventh, &c.

‡ To prevent BRUHL's playing Kt. to K. B. fourth.

§ The best move. PHILIDOR intended playing presently Q. B. to Kt. fifth.

‖ Threatening to move B. to R. third.

¶ If PHILIDOR'S King were a certain distance further from his Queen's Rook's corner, this would succeed.

GAME XXV.

PHILIDOR gives Count BRUHL the Queen's Rook for Pawn and move. *

PHILIDOR.	BRUHL.
1. K. P. two sq.	K. P. one sq.
2. K. B. P. two sq.	Q. P. two sq.
3. K. P. on.	K. Kt. to R. third.
4. Q. B. P. one sq.	Q. B. P. two sq.
5. K. Kt. to B. third.	K. B. to K. second.
6. Q. P. two sq.	K. Kt. to B. second.
7. Q. B. to K. third.	Q. to Q. Kt. third.
8. Q. to Q. second.	Q. Kt. to B. third.
9. Q. R. P. one sq.	Q. R. P. two sq.
10. Q. R. P. one sq.	Q. B. to Q. second.
11. K. B. to Q. Kt. fifth.	Castles, Q. R.
12. Castles.	Q. Kt. to R. second.
13. Q. P. takes P.	K. B. takes P.
14. Q. B. takes B.	Q. takes B. ch.
15. Q. to Q. fourth.	Q. takes Q. ch.
16. Kt. takes Q.	B. takes B.
17. P. takes B.	Q. Kt. P. one sq.
18. Kt. takes K. P.	Q. R. to Q. second.
19. Kt. to Q. fourth.	Q. R. to Q. B. second.
20. Q. Kt. to R. third.	K. R. to K. sq.
21. K. R. P. one sq.	Kt. to Q. sq.
22. Kt. to K. B. fifth.	Kt. to Q. Kt second.
23. R. to Q. sq.	K. Kt. P. one sq.
24. Kt. to K. third.	R. to Q. B. fourth.
25. Kt. takes Q. P.	Kt. takes P.
26. Kt. takes P. ch.	K. to Q. B. second.
27. Kt. to Q. R. fourth.	Kt. takes Kt.

* Although between moderate players of nearly equal strength, the odds of one, or even two moves, are of little consequence, yet when the one is first-rate, and the other barely *out of the crowd*, the advantage to be gained by the master from being allowed extra moves at the beginning is inconceivable to those who have not experienced it. I have heard LA BOURDONNAIS say that to give the Rook for the Pawn and four moves, is only equal to giving the Pawn and move. Although, as in every case of extra moves being allowed at starting, the party cannot cross his own half of the board, in taking such moves.

28. Kt. takes R.	Kt. takes Kt.
29. P. takes Kt.	R. to Q.
30. R. to Q. Kt. sq.	Q. R. P. advances.
31. R. to Kt. fifth.	K. to Q. B. third.
32. R. to Kt. sq.	R. to Q. seventh.
33. K. Kt. P. two sq.	K. to Q. fourth.
34. R. to Q. Kt. fourth. *	R. to Q. B. seventh.
35. R. checks.	K. to K. third.
36. R. checks.	K. to K. second.
37. K. B. P. on.	R. takes Q. B. P.
38. K. to Kt. second.	R. takes Q. R. P.
39. K. B. P. takes P.	R. to K. Kt. sixth, ch.
40. K. takes R.	Kt. checks.

41. K. to B. fourth, and wins the "partie." BRUHL's 39th move costs him the game. If he take Rook, PHILIDOR Queens a Pawn directly; first retaking Kt. with P.

GAME XXVI.

PHILIDOR gives Count BRUHL the Q. Rook for Pawn and move.

PHILIDOR.	BRUHL.
1. K. P. two sq.	Q. B. P. two sq.
2. Q. checks.	K. Kt. P. one sq.
3. Q. takes Q. B. P. †	Q. P. one sq.
4. Q. to K. third.	Q. Kt. to B. third.
5. Q. B. P. one sq.	K. P. two sq.
6. K. B. to Q. B. fourth.	K. B. to R. third.
7. Q. to K. second.	K. Kt. to B. third.
8. K. Kt. to B. third.	Q. B. attacks Kt.
9. K. R. P. one sq.	B. takes Kt.
10. Q. takes B.	K. R. to B. sq.
11. Castles.	Q. to K. second.
12. Q. Kt. P. two sq.	K. Kt. to K. R. 4th.
13. Q. to K. second.	Castles.
14. Q. R. P. two sq.	K. R. to K. B. third.
15. Q. Kt. to R. third.	Kt. to K. B. fifth.

* The second player would easily win the game, if the King were here allowed to cross the line.

† In giving the Pawn, it is not uncommon to let this Pawn be won as Count BRUHL does here. The first player necessarily loses some little time, in getting the Queen afterwards into a good "locale."

16. Q. checks.	K. to Kt. sq.
17. Q. P. one sq.	Q. to Q. second.
18. K. to R. second.	Q. takes Q.
19. P. takes Q.	K. Kt. P. advances.
20. K. R. to K. sq.	Q. P. advances.
21. K. Kt. P. one sq.	P. takes K. B.
22. P. takes Kt.	K. Kt. P. takes P.
23. Q. P. takes P.	R. to Q. sixth.
24. Q. B. P. one sq.	B. to K. Kt. fourth.
25. Q. B. to Kt. second.	K. R. checks.
26. K. to Kt. sq.	Q. R. to K. R. sixth.
27. K. to Kt. second.	P. checks.
28. K. moves.	R. Mates.

After Move 26, PHILIDOR could only have prolonged the Game a very short time, by whatever mode of play he might adopt. If at Move 27, he plays K. to B. sq., the check-mate is still given in two moves, by advancing P.

GAME XXVII.

PHILIDOR gives Count BRUHL the Q. R. for Pawn and Move.

PHILIDOR.	BRUHL.
1. K. P. two sq.	K. P. one sq.
2. K. B. P. two sq.	Q. P. two sq.
3. K. P. advances.	K. Kt. to R. third.
4. K. Kt. to B. third.	K. Kt. to B. second.
5. Q. P. one sq.	K. B. to K. second.
6. K. Kt. P. two sq.	K. Kt. P. two sq.
7. K. R. P two sq. †	P. takes K. R. P.
8. K. Kt. P. advances.	Q. B. P. two sq.
9. K. R. takes P.	K. R. P. one sq.
10. Q. to Q. second.	P. takes P.
11. R. takes R. ch.	Kt. takes R.
12. P. takes P.	K. Kt. to Kt. third.
13. Q. to K. R. second.	K. to Q. second.
14. Q. to K. R. sixth.	Q. to K. Kt. sq.
15. Q. B. P. two sq.	Q. P. advances.
16. Q. Kt. to Q. second.	Q. Kt. to B. third.
17. Q. to K. R. second.	Q. to K. R. sq.

* A strong move, and well followed up.

† The player giving large odds must risk every thing to get an attack, by breaking up the position.

18	Q. takes Q.	Kt. takes Q.
19	Kt. to K. fourth.	Kt. to K. Kt. third.
20	Kt. to K. B. sixth, ch.	K. to Q. B. second.

This game was carried up to a much higher point, but was finally won by Count BRUHL. The remaining moves were not noted down.

GAME XXVIII.

PHILIDOR gives Count BRUHL the Queen's Knight for Pawn and move :—May 20, 1788.

	PHILIDOR.	BRUHL.
1.	K. P. two sq.	K. P. one sq.
2.	K. B. P. two sq.	K. Kt. to R. third.
3.	K. Kt. to B. third.	Q. P. two sq.
4.	K. P. advances.	Q. B. P. two sq.
5.	Q. B. P. one sq.	Q. Kt. to B. third.
6.	K. B. to Q. third.	Q. Kt. to K. second.
7.	Castles.	Q. Kt. to K. B. fourth.
8.	K. B. to Q. B. second.	K. B. to K. second.
9.	Q. to K. sq.	Q. B. to Q. second.
10.	Q. P. two.	K. R. to B. sq.
11.	K. Kt. P. one sq.	Q. B. P. advances.
12.	K. R. P. one sq.	K. Kt. P. one sq.
13.	P. attacks Kt.	Kt. to R. fifth.
14.	Kt. to K. Kt. fifth. *	B. takes Kt.
15.	P. takes B.	Kt. checks.
16.	R. takes Kt.	R. takes R.
17.	K. attacks R. †	R. to K. B. second.
18.	P. takes Kt.	Q. to K. second.
19.	K. R. P. one sq.	Q. to K. B. sq.
20.	Q. B. to K. Kt. fifth. ‡	Q. B. to B. third.
21.	Q. R. P. one sq.	Q. Kt. P. two sq.
22.	Q. to K. second.	Q. R. P. two sq.
23.	K. to Kt. third.	K. to Q. second.
24.	Q. to K. third.	Q. Kt. P. on.
25.	Q. R. P. takes P.	P. takes P.

* Clearly the best move.

† By attacking R. he preserves K. R. P., and can take Kt. next move. These niceties of play show the master.

‡ Frustrating his Castling; and at the same time posting the B. in good quarters.

26. R. takes R.	Q. takes R.
27. Q. to Q. second.	Q. Kt. P. on.
28. K. B. to Q. sq.	Q. to adv. R. sq.
29. K. R. P. advances.	Q. to Q. Kt. eighth.
30. Q. B. to K. B. sixth.*	B. to Q. Kt. second.
31. P. takes P.	P. takes P.
32. K. Kt. P. on.	Q. to K. fifth.
33. K. B. to K. Kt. fourth.	Q. to Q. B. seventh.
34. Q. to K. Kt. second.†	Q. to K. fifth.
35. Q. to K. R. third.	Q. to Q. sixth, ch.
36. K. to R. fourth.	Q. takes Q. ch.
37. K. takes Q.	Q. B. home.
38. K. to R. fourth.	K. home.
39. K. B. to R. fifth. ‡	K. R. to K. R. second.
40. B. to K. Kt. seventh. §	P. takes B.
41. Kt. P. attacks R.	R. takes K. R. P.
42. B. takes R.	K. to K. second.
43. B. to Kt. seventh.	B. to Q. second.
44. K. takes P.	B. to K. sq.
45. K. to Kt. fifth.	B. to K. B. second. ‖
46. P. takes B.	K. takes P.
47. B. to adv. K. B. sq. ¶	K. takes B.

48. K. to K. B. sixth, and wins easily by taking off Pawns.

GAME XXIX.

PHILIDOR gives Count BRUHL Q. Kt. for the Pawn and move :—January 14, 1789.

PHILIDOR.	BRUHL.
1. K. P. two sq.	Q. P. two sq.
2. K. P. on.	Q. B. to K. B. fourth.
3. K. Kt. P. two sq.	B. to K. Kt. third.

* To prevent his combining R. with Q.

† The veriest beginner must see that if PHILIDOR change Queens, the adverse Q. Kt. P. would become Q. next move.

‡ Quite first-rate play.

§ PHILIDOR disdains an easy victory, or he would take P. with B., checking, and winning R.

‖ Playing any other move, the game is equally gone. The advance of the K. Kt. P. is fatal.

¶ The shortest and most elegant mode of finishing the affair.

4. K. P. on.*	Q. to Q. third.
5. Q. to K. second.	K. Kt. to B. third.
6. Q. P. one sq.	Q. Kt. to B. third.
7. K. Kt. P. on.	Q. Kt. to Q. fifth.
8. Q. to Q. second.	Q. takes P. ch.
9. K. to Q. sq.	K. Kt. to Q. second.
10. Q. B. P. one sq.	Q. to K. Kt. fifth, ch.
11. K. B. P. covers.	Kt. takes K. B. P.
12. K. B. to K. second.	K. Kt. to K. fourth.
13. Kt. takes Kt.	Kt. takes Kt.
14. Q. to K. third.	Q. B. to K. R. fourth.
15. K. R. to B. sq.	Q. to K. Kt. seventh.
16. R. takes Kt.	B. takes R.
17. B. takes B.	Q. to K. B. eighth, ch.
18. K. to Q. B. second.	Q. B. P. one sq.
19. Q. R. to Kt. sq.	Q. to K. R. sixth.
20. Q. to K. B. fourth.	Q. to Q. second.
21. Q. B. to Q. second.	Q. to Q. third.
22. Q. to K. B. fifth.	K. Kt. P. one sq.
23. Q. to K. R. third.	K. B. to Kt. second.
24. Q. R. to K. sq.	K. P. two sq.
25. Q. to K. Kt. third.	Castles, Q. R.
26. Q. P. on.	Q. R. to K. sq. †
27. P. takes K. P.	B. takes P.
28. R. takes B.	Q. takes R.
29. B. checks.	K. to Q. sq.
30. Q. B. to K. B. fourth.	Q. to K. fifth, ch.
31. K. to Q. second.	R. to K. second.
32. B. to Q. sixth.	R. to K. B. second.
33. Q. B. to K. fifth.	K. R. to K. sq.
34. B. to K. B. sixth, ch.	R takes B.
35. Q. to Q. Kt. eighth, ch.	K. to K. second.
36. Q. to Q. B. seventh, ch.	K. to K. B. sq.
37. P. takes R.	Q. to K. eighth, ch.
38. K. to Q. third.	Q. to K. sixth, ch.
39. K. to Q. B. second.	Q. to K. B. seventh, ch.

40. If PHILIDOR play K. to Q. Kt. third, BRUHL will force the

* PHILIDOR dashes on this time without the slightest regard to caution. None knew better than he, that a Pawn advanced so far at the beginning of the game becomes absolutely worthless; being certain to fall, almost whenever the adversary chooses.

† If BRUHL take P. with P., PHILIDOR checks with K. B., and should King move, attacks Q. with Q. B.

exchange of Queens, by checking at Q. Kt. third, and afterwards take K. B. P. with K.—If PHILIDOR move otherwise, BRUHL may at once take K. B. P. with Q.; having, in either case, a forced won game.

GAME XXX.

PHILIDOR gives Count BRUHL Q. Kt. for the Pawn and move:—January 23, 1789.

PHILIDOR.	BRUHL.
1. K. P. two sq.	Q. P. two sq.
2. K. P. one sq.	Q. B. to K. B. fourth.
3. Q. P. two sq.	Q. B. P. two sq.
4. P. takes Q. B. P.	Q. checks.
5. Q. B. P. covers.	Q. takes first P.
6. Q. B. to K. third.	Q. to Q. B. third.
7. Q. R. P. two sq.	Q. R. P. one sq.
8. K. Kt. P. two sq.	Q. B. to K. Kt. third. *
9. K. B. to Kt. second.	K. P. one sq.
10. K. Kt. to K. second.	Q. Kt. to Q. second.
11. K. B. P. two sq.	K. B. to Q. B. fourth.
12. B. to Q. fourth.	Q. B. to K. B. second.
13. Q. to Q. second.	K. Kt. to K. second.
14. Q. Kt. P. two sq.	B. takes B.
15. Kt. takes B.	Q. to Q. B. second.
16. K. R. P. two sq.	Q. R. to Q. B. sq.
17. Q. R. to Q. B. sq.	Q. Kt. to Q. Kt. third.
18. Q. R. P. on.	Kt. attacks Q.
19. Q. to K. second.	Castles.
20. K. R. P. on.	K. Kt. to Q. B. third.
21. Kt. to K. B. third.	Q. Kt. P. two sq.
22. Q. to Q. third.	Q. to Q. R. second.
23. K. to K. second.	K. to corner.
24. Kt. to K. R. fourth.	Q. B. to K. sq.
25. Kt. checks.	B. takes Kt. †

* If second player push Q. P. on, you might take B. with K. Kt. P., giving up R.; and afterwards check with Q. &c.

† If he move K. he loses R., and the following would be the consequence of taking Kt. with P.:—

25.	P. takes Kt.
26. P. takes P. dis. ch.	K. to Kt. sq.
27. R. checks.	K. takes R.
28. Q. to R. third ch.	K. to Kt. sq.
29. Q. checkmates.	

26. P. takes B.	R. takes K. B. P.
27. R. takes P. ch.	K. moves.
28. K. B. takes P.*	Q. to K. B. seventh, ch.
29. K. to Q. sq.	Kt. Mates.

GAME XXXI.

PHILIDOR gives Count BRUHL the Queen's Knt. for P. and move:—Jan. 26, 1789.

PHILIDOR.	BRUHL.
1. K. P. two sq.	Q. P. two sq.
2. K. P. on.	Q. B. to K. B. fourth.
3. K. Kt. P. two sq.	B. to K. Kt. third.
4. K. R. P. two sq.	Q. B. P. two sq.
5. K. R. P. on.	B. to K. B. second.
6. Q. B. P. one sq.	K. P. one sq.
7. K. B. P. two sq.	Q. Kt. to B. third.
8. Q. P. two sq.	P. takes P.
9. P. takes P.	B. checks.
10. K. to B. second.	K. Kt. to K. second.
11. K. Kt. to B. third.	Q. R. P. one sq.
12. Q. R. P. one sq.	B. to Q. R. fourth.
13. Q. Kt. P. two sq.	B. to Q. Kt. third.
14. Q. B. to K. third.	Castles. †
15. K. B. to Q. third.	K. to corner.
16. K. to Kt. third.	Q. to Q. second.
17. Q. R. to Q. R. second.	B. to K. Kt. sq.
18. K. B. to Q. Kt.	Q. Kt. to Q. sq.
19. Kt. to K. R. fourth.	Q. Kt. to K. B. second.
20. Kt. checks.	Kt. takes Kt. ‡
21. P. takes Kt.	Kt. to K. R. third.

* PHILIDOR overlooks the inevitable Checkmate consequent upon this move. It is consolatory to us small men of this latter day to find that even HE could occasionally stumble. It would be useless now to give up R. by checking at R. eighth, having in view the succeeding checks of the Queen; for the King could get round to his Q. Kt. sq., and PHILIDOR would not dare to take Rook.

† In situations similar to this, it rarely answers to Castle; the adverse Pawns having advanced on that side, in force.

‡ Variation:—

	P. takes Kt.
21. P. takes P. dis. ch.	Kt. covers.
22. K. Kt. P. advances, &c.	

22.	Q. R. to K. R. second.	P. takes P.
23.	K. B. takes P. *	Q. B. to K. R. second.
24.	Q. to Q. Kt. sq.	Q. R. to K. sq.
25.	B. takes B.	Q. R. to K. second.
26.	B. to K. Kt. sixth.	K. to Kt. sq.
27.	K. Kt. P. on.	Kt. to K. B. fourth, ch.

28. Q. takes Kt., and Mates next move with R.

GAME XXXII.

PHILIDOR gives Count BRUHL the Q. Kt. for Pawn and move :—January 27, 1789.

	PHILIDOR.	BRUHL.
1.	K. P. two sq.	Q. P. two sq.
2.	K. P. on.	Q. B. to K. B. fourth.
3.	K. Kt. P. two sq.	B. to K. Kt. third.
4.	K. R. P. two sq.	The same.
5.	K. Kt. to R. third.	Q. to Q. second.
6.	K. Kt. to B. fourth.	Q. B. to K. B. second.
7.	K. Kt. P. on.	Q. to K. B. fourth.
8.	Q. P. two sq.	Q. to K. fifth, ch.
9.	Q. covers	Q. takes R.
10.	K. Kt. P. on.	K. P. one sq.
11.	Q. to Q. Kt. fifth, ch.	Q. Kt. to Q. second.
12.	P. takes B. ch.	K. to Q. sq.
13.	P. takes Kt.—Q.	R. takes Q.
14.	Kt. takes P. ch..	K. to Q. B. sq.
15.	Q. B. to K. third.	Q. takes K. R. P.
16.	Q. takes Q. P.	K. B. to K. second.
17.	K. B. to Q. R. sixth. †	Q. R. to Kt. sq.
18.	Q. to Q. B. sixth.‡	B. to Q. sq.

19. Q. B. to K. Kt. fifth, and eventually won. As in most cases of very brilliant play, it cannot be denied that BRUHL played this game weakly. The attack is conducted as might be expected from PHILIDOR.

* PHILIDOR rightly prefers this to moving K. Kt. P.

† Threatening Checkmate, by taking Q. Kt. P. with Q. At the same time, if P. take B., PHILIDOR may probably play Q. to Q. B. sixth, offering Mate instead of taking R.

‡ One rarely sees the Queen in so curious a position.

GAME XXXIII.

PHILIDOR gives Mr. COTTER the odds of the Queen's Rook :*—January 11, 1789.

	PHILIDOR.	COTTER.
1.	K. P. two sq.	The same.
2.	K. B. P. two sq.	Q. P. two sq.
3.	K. Kt. to B. third.	P. takes K. B. P.
4.	P. takes Q. P.	Q. takes P. †
5.	Q. Kt. to B. third.	Q. to K. third, ch.
6.	K. to B. second. ‡	K. B. to K. second.
7.	Q. P. two sq.	K. Kt. to B. third.
8.	Q. B. takes P.	Kt. to K. fifth, ch.
9.	Kt. takes Kt.	Q. takes Kt.
10.	Q. B. takes Q. B. P.	Q. Kt. to B. third.
11.	K. B. to Q. third.	Q. to K. third.
12.	R. attacks Q.	Q. takes Q. R. P. §
13.	K. B. to Q. Kt. fifth.	Q. B. to Q. second.
14.	Q. P. advances.	Q. takes Q. Kt. P.
15.	P. takes Kt.	Q. Kt. P. takes P.
16.	K. B. takes P.	B. takes B.
17.	R. takes K. B. ch.	K. takes R.
18.	Q. to Q. sixth, ch.	K. moves. ‖
19.	Q. takes B. ch.	K. to K. second.
20.	B. to Q. sixth, ch.	K. to Q. sq. ¶
21.	Q. to Q. B. seventh, ch.	K. moves.
22.	Q. gives Checkmate.	

* The party giving a piece, always has the first move, unless otherwise specified.

† As he receives the Rook, it would be better to pin Kt. with Q. B.

‡ After this, PHILIDOR threatens to check with Bishop, and then move Rook to K. sq. This position frequently occurs to players of a certain strength, giving odds. There is a beautiful example of it in GRECO, which was the first I ever saw.

§ How many games we see lost, through greedily snatching at an insignificant prize like this. By taking these Pawns, his Queen is placed "hors de combat," and might almost as well be under the table.

‖ When I merely say "K. moves," it is understood, either that he has but one square open to him, or that to whichsoever square he go, the result is the same.

¶ If he play K. to K. third, or K. B. third, PHILIDOR does not

GAME XXXIV.

PHILIDOR gives Mr. ATWOOD * the Queen's Knt. :— December 27, 1793.

PHILIDOR.	ATWOOD.
1. K. P. two sq.	The same.
2. K. B. P. two sq.	P. takes P.
3. K. Kt. to B. third.	K. Kt. P. two sq.
4. K. B. to Q. B. fourth.	K. B. to Kt. second.
5. K. R. P. two sq.	K. R. P. one sq.
6. Q. P. two sq.	Q. P. one sq.
7. Q. B. P. one sq.	Q. B. P. one sq.
8. Q. to K. second.	Q. to K. second.
9. Q. B. to Q. second.	Q. B. to K. third.
10. K. B. to Q. third.	Q. Kt. P. two sq.
11. Q. R. P. two sq.	P. takes P.
12. R. takes P.	Q. R. P. two sq.
13. Q. Kt. P. two sq.	Q. B. to Kt. sixth.
14. R. takes P.	R. takes R.
15. P. takes R.	Q. to R. second.
16. Q. R. P. on.	K. Kt. P. on.
17. Kt. home.	K. R. P. on.
18. Q. B. takes P.	K. to Q. second.
19. Q. to Q. Kt. second.	B. to Q. R. fifth.
20. Q. to Q. Kt. fourth.	B. to Q. Kt. fourth.
21. Q. takes Q. P. ch.	K. to Q. B. sq.
22. B. takes B.	P. takes B.
23. K. Kt. to K. second.	K. Kt. to B. third.
24. K. Kt. to Kt. third.	K. Kt. takes K. P. †
25. Kt. takes Kt.	R. to K. sq.
26. B. to K. fifth.	B. takes B.
27. P. takes B.	Q. to K. sixth, ch.
28. K. to B. sq.	Q. takes Kt.
29. Q. R. P. on.	Q. to Q. Kt. eighth, ch.
30. K. to B. second.	Q. to Q. R. seventh, ch.
31. K. to Kt. third.	Q. take Q. R. P.

stop to win Q. (which he might do by discovering check), but forces Mate by a short series of checks.

* The Rev. GEORGE ATWOOD, a well-known mathematician; and, at a period subsequent to the date above given, an excellent Chess-player.

† This, and the succeeding moves are skilfully played; and prove that Philidor's twenty-fourth move was a miscalculation.

The second player has preserved his advantage, and ought to win the game. After gaining the two Pawns, PHILIDOR appears to have held his adversary too cheap.

GAME XXXV.

PHILIDOR gives Mr. ATWOOD the Queen's Knight:—
February 7, 1794.

PHILIDOR.	ATWOOD.
1. K. P. two sq.	The same.
2. K. B. P. two sq.	P. takes P.
3. K. Kt. to B. third.	K. Kt. P. two sq.
4. K. B. to Q. B. fourth.	K. B. to Kt. second.
5. Q. B. P. one sq.	Q. to K. second.
6. Q. P. two sq.	Q. P. one sq. *
7. Castles.	K. R. P. two sq.
8. K. R. P. two sq.	K. Kt. P. on.
9. Kt. to Kt. fifth.	K. Kt. to R. third.
10. Q. B. takes P.	Castles.
11. Q. to Q. Kt. third.	Q. Kt. to B. third.
12. Q. B. to Q. second.	Q. Kt. to Q. sq.
13. Q. to Q. B. second.	K. to corner.
14. Q. R. to K. sq.	Q. Kt. to K. third.
15. K. P. advances.	Kt. takes Kt.
16. P. takes Kt.	Kt. home.
17. P. takes Q. P.	Q. retakes P.
18. K. B. takes P.	Q. to Q. B. third.
19. Q. P. on.	Q. to Q. second.
20. Q. to K. Kt. sixth.	Kt. to K. second. †
21. Q. takes R. P. ch.	B. interposes.
22. Q. takes B.—Checkmate.	

Mr. ATWOOD has not played this game in the same style as the last. The player receiving a Kt. ought to get a strong opening against the Gambit; which, though the most attacking debût for the first player when giving the Rook, is by no means equally so in giving the Kt., since the attack of

* PHILIDOR designedly leaves K. P. in prise, and if ATWOOD had now taken it, would acquire some attack by moving K. to B. second. In giving a piece, every thing must be risked to get an attack.

† By this play he goes headlong to ruin; but nothing could have averted the catastrophe beyond two or three moves.

the Gambit cannot be formed in much force, without the Queen's Kt., though perfect, for a time, without the Queen's Rook.

GAME XXXVI.

PHILIDOR gives Mr. ATWOOD the Queen's Kt.

PHILIDOR.	ATWOOD.
1. K. P. two sq.	The same.
2. K. B. P. two sq.	Q. Kt. to B. third.
3. K. Kt. to B. third.	K. B. to Q. B. fourth.
4. Q. B. P. one sq. *	K. B. P. one sq.
5. K. B. to Q. B. fourth.	K. Kt. to K. second.
6. Q. to K. second.	Q. P. one sq.
7. K. B. P. on.	Q. B. to Q. second.
8. Q. Kt. P. two sq.	K. B. to Q. Kt. third.
9. Q. R. P. two sq.	Q. R. P. one sq.
10. Q. P. one sq.	K. Kt. P. one sq.
11. K. Kt. P. two sq.	K. R. P. two sq.
12. K. Kt. P. on.	P. takes K. B. P.
13. K. Kt. P. takes P.	K. Kt. to Kt. third.
14. Q. B. to Kt. fifth.	Q. to Q. B. sq. †
15. Castles, Q. R.	K. B. P. on.
16. K. B. to Kt. third.	K. to B. sq.
17. Q. P. one sq.	Q. B. to K. Kt. fifth.
18. Q. to Q. B. fourth.	Kt. to Q. sq.
19. P. takes K. P. ‡	Q. B. to K. third. ‖
20. Q. R. to Q. fifth.	B. checks.
21. K. to Kt. second.	Q. B. P. one sq.
22. Q. to K. second.	P. takes R.

* It would be bad to take K. P.

† It is obvious that PHILIDOR threatens to win the Queen, by checking with P., and at the same time unmasking B.

‡ Variation.—19. B. to R. sixth, ch. If he take B. with R., he is mated on the move.

K. to K. sq.

20. P. checks. If he take P. with Kt., you Mate in three moves, and therefore he moves K. &c. Or instead of checking with P., first player attacks Rook with B., but nothing can be demonstrated, and PHILIDOR adopted sounder play.

‖ If PHILIDOR remove Q., his K. B. must at least be lost, he therefore prefers giving up R.

23. P. retakes P.	Q. P. takes P. *
24. P. takes B.	Kt. takes P.
25. Q. to Q. third.	Q. to K. sq. †
26. K. B. takes Kt.	Q. takes B.

27. Q. takes Kt., and will win.

GAME XXXVII.

PHILIDOR gives Mr. ATWOOD the Queen's Kt.

PHILIDOR.	ATWOOD.
1. K. P. two sq.	The same.
2. K. B. P. two sq.	Q. Kt. to B. third.
3. K. Kt. to B. third.	K. B. to Q. B. fourth.
4. Q. B. P. one sq.	K. B. P. one sq.
5. Q.P. two sq.	K. B. to Q. Kt. third.
6. Q. P. advances.	Q. Kt. home.
7. K. B. P. advances.	Q. P. one sq.
8. K. B. to Q. third.	Q. B. P. one sq.
9. Q. B. P. one sq.	B. to Q. R. fourth, ch.
10. Q. B. covers.	Q. Kt. P. two sq.
11. P. takes Q. Kt. P.	P. takes Q. P.
12. K. P. takes P.	K. Kt. to K. second.
13. K. Kt. to R. fourth.	Q. B. to Kt. second.
14. Q. to Q. R. fourth.	K. B. to Q. Kt. third.
15. K. B. to K. fourth.	Kt. takes Q. P.
16. Q. B. to Q. Kt. fourth.	Q. Kt. to Q. second.
17. B. takes Q. P.	K. B. to Q. B. fourth.
18. Q. R. to Q. sq.	Q. Kt. to Q. Kt. third.

Won by Mr. ATWOOD.

GAME XXXVIII.

PHILIDOR plays against Mr. ATWOOD, without seeing the board; at the same time playing two other games with

* He resolves to give up the Bishop, rather than, by removing it, allowing the Pawn to advance to K. sixth.

† ATWOOD should probably have moved K. to B. second, though play what he may, his adversary has a good game, considering he gives a piece. The move of Q. to Q. third, is very strong.

different persons under similar circumstances:—March 22, 1794. Mr. ATWOOD received the move. *

ATWOOD.	PHILIDOR.
1. K. P. two sq.	Q. B. P. two sq.
2. K. B. P. two sq.	K. P. one sq.
3. K. Kt. to B. third.	Q. Kt. to B. third.
4. Q. B. P. one sq.	Q. P. two sq.
5. K. P. advances.	K. B. P. two sq. †
6. Q. P. two sq.	K. Kt. to R. third.
7. Q. R. P. one sq.	K. Kt. to B. second.
8. Q. B. to K. third.	Q. to Q. Kt. third.
9. Q. to Q. second.	Q. B. to Q. second.
10. Q. to K. B. second.	Q. B. P. advances.
11. K. B. takes P.	P. takes B.
12. Q. P. advances.	Q. to Q. B. second.

* PHILIDOR was at this time 68 years of age.

† PHILIDOR is contending with a weaker player, or he would prefer moving this P. one sq. instead of two. In the beautiful series of games played last year in the Westminster Chess Club, between the great LA BOURDONNAIS and the first player in England (need I name Mr. M'D****** ?), this opening appeared to be a decided favorite with the former; who, as I observed, at this point, uniformly played K. B. P. one sq. As I have alluded to this interesting trial of skill, I think it right that a correct statement of the result should be recorded. The contending champions played, in all, 88 games; of which number 14 were drawn. Of the remaining 74, M. DE LA BOURDONNAIS won 44 and lost 30. I cheerfully admit LA BOURDONNAIS to be the stronger player, but cannot believe the above proportion forms a correct inference as to their relative degrees of skill. Mr. M., in the beginning, was naturally diffident of his powers, on finding himself opposed to him whose reputation has justly spread throughout Europe as "the greatest living player," and his own fine play consequently appeared to much disadvantage. Of the first 21 won games, Mr. M. lost 16; but gaining confidence as he proceeded, his play improved, and of the last 12 games of the 84, he won, I believe, 8. On the next occasion of La B.'s visiting England, the contest will be certainly renewed. Mr. LEWIS has published a selection of 50 of the above games, which form a volume no Chess-player should be without; but, in common with most other members of the Westminster Chess Club, I feel both regret and disappointment that the remaining games were omitted. Let us hope that the first impression of Mr. Lewis's book may be very shortly exhausted; and that, on his then going to press for a second edition, he will favor us by printing the whole of the 88, in the exact order they were played.

13. P. takes Kt.	Q. B. takes P.
14. B. takes Q. R. P.	B. takes Kt.
15. P. takes B.	K. Kt. P. two sq.
16. B. to K. third.	P. takes P.
17. B. takes P.	Kt. takes P.
18. B. takes Kt.	Q. takes B. ch.
19. Q. to K. second.	Q. takes Q. ch.
20. K. takes Q.	K. R. P. two sq.
21. Q. Kt. to Q. second.	Q. R. to Q. B. sq.
22. K. R. to K. Kt. sq.	K. to B. second.
23. K. R. to Kt. second.	K. B. to K. second.
24. Q. R. to K. Kt. sq.	K. B. to B. third.
25. Kt. to K. B. sq.	K. P. on.
26. Kt. to K. third.	K. to K. third.
27. Q. R. to Q. sq.	K. R. to Kt. sq.
28. R. takes R.	R. takes R.
29. Kt. takes Q. B. P.	R. checks.
30. K. to Q. third.	R. takes K. R. P.
31. R. to Q. second.	R. to K. R. sixth.
32. K. to K. second.	P. attacks Kt.
33. Kt. to K. third.	R. checks. *
34. K. to K. sq.	R. takes R.
35. K. takes R.	B. to K. Kt. fourth.
36. K. to K. second.	B. takes Kt.
37. K. takes B.	K. R. P. on.
38. K. to B. second.	K. P. advances.
39. K. to Kt. second. †	K. P. advances.

PHILIDOR wins the game; he will queen either K. P. or K. R. P.

These games, without seeing the board, were played in the presence of a great number of persons; invited, by public advertisement, to witness this most extraordinary performance of the human mind. No one, since PHILIDOR, has ever attained this wonderful faculty in the same perfection, though several players of the present day possess it

* The remainder of this game may be said to consist altogether of a series of forced moves; and the whole of those moves must have been contemplated by PHILIDOR, when he determined on adopting them. We can well appreciate the difficulty of calculating so long a move, when not looking over the pieces.

† The game is equally gone if he take K. P. with K. B. P., and from the peculiarity of the position, no move on the other side of the board can avail him.

in a minor degree. It may be added, that, however curious as an exhibition of peculiar talent, the art is scarcely worth cultivating—since even PHILIDOR could not play so well blindfold as across the board. He gave ATWOOD the Kt. in actual play, but could not allow those odds when excluded from looking on the field. Taking into consideration that he played three games at once under these circumstances, it is fair, however, to assume that PHILIDOR could play blindfold *within a pawn* of his actual strength; a fact, more astonishing to good players than to the crowd.

GAME XXXIX.

PHILIDOR plays against Mr. ATWOOD without seeing the board; at the same time playing two other games against different persons, under the same circumstances. ATWOOD receives the move.

ATWOOD.	PHILIDOR.
1. Q. P. two sq.	The same.
2. Q. B. P. two sq.	P. takes P.
3. K. P. one sq.	K. P. two sq.
4. Q. P. advances.	Q. B. P. one sq.
5. K. B. takes P.	Q. Kt. P. two sq.
6. K. B. to Q. Kt. third.	Q. B. P. advances.
7. Q. R. P. two sq.	Q. B. P. advances.
8. K. B. to Q. B. second.	Q. B. to Kt. second.
9. K. P. moves.	Q. R. P. one sq.
10. Q. B. to Q. second.	K. B. to Q. B. fourth.
11. Q. to K. second.	K. Kt. to K. second.
12. K. Kt. to B. third.	K. B. P. one sq.
13. P. takes P.	P. takes P.
14. R. takes R.	B. takes R.
15. Castles.	Q. to Q. Kt. third.
16. Q. Kt. to B. third.	K. B. to Kt. fifth.
17. Q. Kt. P. on.	P. takes P.
18. K. B. takes P.	Castles. *
19. Q. P. on, dis. ch.	K. to R. sq.
20. P. takes Kt.	K. B. takes P.
21. R. to Q. Kt. sq.	Q. Kt. P. on.

* This move is founded on a misconception of the position, through playing blindfold; but we cannot regret the error, when we find the fertility of resource under difficulty, which it subsequently elicits.

22. Kt. to Q. fifth.	B. takes Kt.
23. B. takes B.	K. B. P. advances.
24. Kt. to K. sq.	P. takes P.
25. K. B. takes P.	Kt. to Q. R. third.
26. Kt. to Q. third.	Q. Kt. P. advances.
27. K. B. to Q. fifth.	Q. Kt. P. advances.
28. R. takes P.	Q. to Q. fifth.
29. B. to Q. Kt. seventh.	Kt. to Q. B. fourth.
30. B. to K. third.	Q. takes Kt.
31. B. takes Kt.	Q. takes Q.
32. R. takes Q.	B. takes B.
33. R. to Q. B. second.	B. to Q. fifth.
34. K. to K. B. sq.	K. Kt. P. one sq.
35. R. to Q. B. eighth.	R. takes R.
36. B. takes R.	K. to Kt. second.
37. K. R. P. two sq.	The same.
38. K. to K. second.	K. to B. third.
39. K. to B. third.	K. to Kt. second.

The game must be drawn.

GAME XL.

PHILIDOR plays against Mr. ATWOOD, without seeing the board; giving the latter the move. PHILIDOR played two other games against different persons, at the same time, and under the same circumstances of difficulty.

ATWOOD	PHILIDOR.
1. K. P. two sq.	Q. B. P. two sq.
2. K. B. P. two sq.	Q. Kt. to B. third.
3. K. Kt. to B. third.	K. P. one sq.
4. Q. B. P. one sq.	Q. P. two sq.
5. K. P. on.	K. B. P. two sq.
6. Q. P. two sq.	K. Kt. to R. third.
7. K. R. P. one sq.	Q. to Q. Kt. third.
8. Q. Kt. P. one sq.	Q. B. to Q. second.
9. Q. B. to K. third.	K. Kt. to B. second.
10. Q. to Q. second.	Castles, Q. R.
11. Q. to K. B. second.	P. takes P.
12. Kt. takes P.	Kt. takes Kt.
13. B. takes Kt.	Q. to Q. B. third.
14. Q. Kt. to Q. second.	Q. Kt. P. one sq.
15. Q. R. P. two sq.	K. B. to Q. B. fourth.

16. K. B. attacks Q.	K. B. takes B.
17. Q. takes B.	Q. to Q. B. fourth.
18. Kt. to K. B. third.	B. takes B.
19. Q. takes Q.	P. takes Q.
20. P. takes B.	K. to Kt. second.
21. K. to K. second.	Q. R. home.
22. Q. R. to R. sixth. *	K. R. to K. sq.
23. K. R. to Q. sq.	Kt. to Q. sq.
24. Kt. to K. sq.	Q. B. P. on. †
25. P. takes P.	P. takes P.
26. K. R. checks.	K. to Q. B. sq.
27. R. takes K. Kt. P.	Q. R. to Q. Kt. sq.
28. Q. R. takes R. P.	R. takes P.
29. Q. R. to Q. B. seventh, ch.	K. to Kt. sq.
30. Q. R. takes Q. B. P.	R. to Q. Kt. second.
31. R. to Q. Kt. fourth.	R. takes Q. R.
32. P. takes R.	Kt. to Q. B. third.
33. Kt. to Q. third.	R. to K. second.
34. R. takes R.	Kt. takes R.
35. Kt. to Q. B. fifth.	Kt. to K. Kt. third.
36. Kt. takes P.	K. to Q. B. sq.
37. K. to K. third.	K. to Q. second.
38. Kt. to Q. fourth.	Kt. to K. second.
39. K. Kt. P. two sq., and wins "forcement."	

GAME XLI.

PHILIDOR gives Mr. ATWOOD the Queen's Rook for Pawn and move:—June 21, 1795.

PHILIDOR.	ATWOOD.
1. K. P. two sq.	K. P. one sq.
2. K. B. P. two sq.	Q. P. two sq.
3. K. P. on.	Q. B. P. two sq.
4. K. B. to Q. third. ‡	K. Kt. P. one sq.
5. Q. B. P. one sq.	Q. Kt. to B. third.
6. K. R. P. two sq.	K. B. to K. second.
7. K. R. P. one sq.	K. Kt. P. on.
8. K. Kt. P. one sq.	Kt. P. takes P.

* Very well played.

† It is hardly possible to imagine PHILIDOR would have played this move, had he been looking over the game.

‡ Threatening to check with Q., in which case if the K. Kt. P., were interposed, the Bishop might take it.

9.	Kt. P. takes P.	B. checks.
10.	K. to B. sq.	K. Kt. to R. third.
11.	K. B. to Q. B. second.	K. Kt. to B. fourth.
12.	B. takes Kt.	P. takes B.
13.	Q. P. two sq.	Q. Kt. P. one sq.
14.	K. Kt. to B. third.	K. B. to K. second.
15.	Q. B. to K. third.	P. takes P.
16.	Q. B. P. takes P.	B. checks.
17.	K. to B. second.	K. R. to Kt. sq. *
18.	Q. Kt. to B. third.	Q. to Q. second.
19.	Q. to Q. R. fourth.	Kt. to Kt. fifth.
20.	Q. takes Q. ch.	K. takes Q.
21.	K. Kt. to K. sq.	Kt. checks.
22.	Kt. takes Kt.	B. takes Kt.
23.	Kt. takes P.	B. to K. fifth.
24.	Kt. takes B.	K. takes Kt.
25.	R. to R. second.	Q. R. to Q. B. sq.
26.	K. home.	K. R. to Kt. seventh.
27.	R. takes R.	B. takes R.

Won by Mr. ATWOOD. He has a Rook against two Pawns, and will be able to place R. on the seventh line, attacking the Pawns on the Queen's side.

GAME XLII.

PHILIDOR gives Mr. ATWOOD Q. R. for Pawn and move :—
June 24, 1795.

	PHILIDOR.	ATWOOD.
1.	K. P. two sq.	K. P. one sq.
2.	Q. P. two sq.	The same.
3.	K. P. on.	Q. B. P. two sq.
4.	Q. B. P. one sq.	P. takes P.
5.	P. takes P.	B. checks.
6.	K. moves.	Q. Kt. P. one sq. †
7.	Q. checks.	Q. Kt. to Q. second.
8.	Q. takes B.	B. checks.
9.	K. home.	B. takes B.

* It is generally good play to take up the command of any open file with the Rook, as quickly as possible.

† This move causes the loss of a piece; but PHILIDOR remains afterwards in a situation of some restraint, of which ATWOOD skilfully avails himself.

10. K. takes B.	Q. R. to Q. B. sq.
11. Q. Kt. to B. third.	Q. to K. R. fifth.
12. K. Kt. P. one sq.	Q. to K. R. fourth.
13. Q. B. to K. third.	K. Kt. to K. second.
14. Q. Kt. to Kt. fifth.	K. Kt. to B. fourth.
15. Kt. to Q. sixth, ch.	Kt. takes Kt.
16. Q. takes Kt.	Q. to K. Kt. third.
17. K. Kt. to B. third.	K. R. P. one sq.
18. Kt. to R. fourth.	Q. to K. B. second.
19. K. to Kt. second.	K. Kt. P. two sq.
20. Kt. to K. B. third.	K. R. to B. sq.
21. Kt. to K. sq.	K. Kt. P. on.
22. K. R. to B. sq.	K. R. P. on.
23. B. to K. R. sixth.	K. R. home.
24. B. to K. B. fourth.	K. R. P. on.
25. K. B. P. on.	P. takes K. B. P. ch.
26. R. takes P.	P. takes P.
27. B. takes P.	Q. to K. Kt. third.
28. Kt. to Q. third.	Q. R. checks.
29. Kt. covers.	R. takes Q. Kt. P.
30. R. to K. B. fourth.	R. takes Q. R. P.
31. K. R. P. two sq.	K. R. to Kt. sq.
32. K. R. to B. third.	R. to Q. B. seventh.
33. K. R. P. on.	Q. to K. Kt. fifth.
34. K. R. P. on.	R. takes Kt. ch.
35. K. takes Kt.	Q. takes P. ch.
36. K. to Kt. second.	Q. to Q. seventh, ch.
37. R. covers.	Q. takes K. R. P.
38. R. to K. B. sixth.	Kt. takes R.
39. Q. takes P. ch.	K. to B. sq.
40. P. takes Kt.	Q. to Q. seventh, ch.
41. K. to R. third.	R. checks.
42. K. to Kt. fourth.	

Won by Mr. ATWOOD.

GAME XLIII.

PHILIDOR gives Mr. ATWOOD Q. R. for the Queen's Bishop's Pawn * and move :—June 25, 1795.

PHILIDOR.	ATWOOD.
1. K. P. two sq.	The same.

* This is the only instance, in my recollection, of a departure from the general practice of giving the King's Bishop's Pawn only. The

2.	K. B. P. two sq.	Q. P. one sq.
3.	K. Kt. to B. third.	B. pins Kt. *
4.	K. B. to Q. B. fourth.	Q. Kt. to B. third.
5.	Q. B. P. one sq.	K. Kt. to B. third.
6.	Q. P. one sq.	K. P. takes P.
7.	Q. B. takes P.	Q. to Q. Kt. third.
8.	K. B. takes P. ch.	K. to K. second. †
9.	K. B. to Q. Kt. third.	Q. Kt. to R. fourth.
10.	Q. Kt. to Q. second.	Q. R. to K. sq.
11.	Q. to K. second.	K. to Q. sq.
12.	K. R. P. one sq.	B. takes Kt.
13.	Q. takes B.	K. B. to K. second.
14.	K. to Q. B. sq. (Castling.) ‡	K. R. to B. sq.
15.	Q. B. to K. third.	Q. to Q. B. second.
16.	K. B. to Q. R. fourth.	K. Kt. to Q. second.
17.	Q. to K. second.	Q. R. P. one sq.
18.	Q. Kt. P. two sq.	Q. Kt. to B. third.
19.	K. to Kt. second.	K. B. to K. B. third. ‖

latter is the most important Pawn of the set, owing to its removal exposing the King to considerable danger. Giving the Q. B. P. is much less odds, and giving either of the Knight's or Rook's Pawns would be barely giving odds at all. The centre Pawns are more valuable than these latter, but less so than the K. B. P.—that is, given in advantage.

* In common parlance at the Chess-clubs, the Bishop is said to pin the Kt., when he fixes him so that he cannot remove, without exposing one of the superior pieces. I prefer phraseology in common use, when it can be introduced, to formal correctness, which in the present case would have dictated "Q. B. to K. Kt. fifth." So again, I do not hesitate to write "K. to corner," instead of "to Rook's sq." and "K. home," for "K. to his own sq." When a check is given, it conveys a better idea of the countermove to say that such a piece "interposes," or "covers," than to name the square it plays to. The mode of notation used in this work I consider the best yet introduced, but even that might be considerably improved, if the authors of all nations would take council together, and agree upon a "chess universal language," which should express every move distinctly; but not consisting merely of figures or letters, which convey no abstract idea of the intention of the move played.

† I can see no reason for refusing to take B.

‡ The player giving the Q. R., may Castle on that side of the board as if the Rook were in its place; provided that in so doing he infringes upon none of the rules always observed in Castling. (See the Laws of Chess.)

‖ Threatening, as on the last move, to take P. with Kt.

20. Q. P. on.	K. to Q. B. sq.
21. K. B. to Q. B. second.	Q. Kt. P. two sq.
22. Q. R. P. two sq.	Q. to Q. Kt. second.
23. K. B. to Q. third.	K. to Q. B. second. *
24. R. to Q. R. sq.	Q. R. to Q. Kt. sq.
25. K. to Q. B. second.	P. takes Q. R. P.
26. K. B. takes P.	Kt. takes Q. Kt. P. ch.
27. P. takes Kt.	Q. takes Q. Kt. P.
28. R. to Q. Kt. sq.	Q. to Q. R. sixth.
29. Q. checks.	K. to Q. sq.
30. R. takes R. ch.	Kt. takes R.
31. Q. checks.	K. to K. second.
32. Q. to Q. B. seventh, ch.	Kt. covers.
33. K. B. to Q. Kt. fifth.	R. to Q. sq.
34. Q. B. to K. B. second.	B. to K. Kt. fourth.
35. Q. to Q. B. third.	Q. takes Q. ch.
36. K. takes Q.	B. takes Kt. ch.
37. K. takes B.	R. to Q. R. sq.
38. B. checks.	K. home.
39. K. to Q. B. second.	K. R. P. one sq.
40. Q. B. to K. sq.	K. to K. second.
41. K. P. on.	Q. P. advances.
42. B. to Q. Kt. fourth, ch.	K. to K. third.
43. K. to Kt. second..	Kt. takes K. P. †
44. P. takes Kt.	R. to Q. Kt. sq.
45. K. to R. third.	R. takes B.
46. K. takes P.	R. takes B. ch.
47. K. takes R.	K. takes P.

Mr. ATWOOD must win the game. By taking the Bishop with R., he simplifies the denouement.

GAME XLIV.

PHILIDOR gives Mr. ATWOOD the Pawn and two moves :—
June 25, 1795.

ATWOOD.	PHILIDOR.
1. K. P. two sq.	
2. Q. P. two sq.	K. P. one sq.

* If he were to take Q. R. P., it is clear that PHILIDOR would take Q. R. P. with K. B.; winning Q. &c.

† Good play. If ATWOOD move, instead, R. to Q. Kt., PHILIDOR would take Kt., ch.

3.	K. B. P. two sq. *	Q. P. two sq.
4.	K. P. on.	Q. B. P. two sq.
5.	Q. B. P. one sq.	Q. Kt. to B. third.
6.	K. Kt. to B. third.	K. Kt. to R. third.
7.	K. B. to Q. third.	Q. to Q. Kt. third.
8.	Q. to Q. Kt. third.	Q. B. P. on.
9.	Q. takes Q.	P. takes Q.
10.	K. B. to Q. B. second.	P. to Q. Kt. fourth.
11.	K. Kt. to Kt. fifth.	K. Kt. P. one sq.
12.	Kt. takes R. P.	R. takes Kt.
13.	B. takes P. ch. †	R. covers.
14.	Q. Kt. to R. third.	P. attacks Kt.
15.	Kt. to Kt. fifth.	K. to Q. sq.
16.	B. takes R.	Kt. takes B.
17.	K. Kt. P. two sq.	Q. B. to Q. second.
18.	Castles.	Q. Kt. home.
19.	Kt. to Q. sixth. ‡	Kt. takes Kt.
20.	P. takes Kt.	B. takes P.
21.	K. B. P. on.	P. takes K. B. P.
22.	K. Kt. P. takes P.	P. to Q. Kt. fourth.
23.	Q. B. checks.	K. home. §
24.	K. R. P. two sq.	Q. Kt. to B. third.
25.	K. R. to B. second.	P. takes P.

26. P. takes P.—Won by PHILIDOR.

* Decidedly bad; reducing the odds to Pawn and move. He ought to play Q. B. P. two sq., to prevent the immediate advance of Q. P.

† In receiving the P. and move, or P. and two moves, similar positions are of frequent occurrence. You gain the Rook and two Pawns for Bishop and Kt.—Your Pawns on the King's side wear, afterwards, a very flattering aspect, but I must confess, taking into consideration the circumstance of your being engaged with a superior player, it seems to me that the contract is by no means in your favor.

‡ If ATWOOD attempt to guard Kt. by advancing Q. R. P. two sq., his opponent would still take Kt., and he could not retake without losing the Rook.

§ In order to place K., when proper, at K. B. second. If PHILIDOR cover with B., A. advances K. B. P.

GAME XLV.

PHILIDOR gives Mr. ATWOOD the Pawn and two moves:—
June 28, 1795.

	ATWOOD.	PHILIDOR.
1.	K. P. two sq.	
2.	Q. P. two sq.	K. P. one sq.
3.	K. B. P. two sq.	Q. P. two sq.
4.	K. P. on.	Q. B. P. two sq.
5.	Q. B. P. one sq.	Q. Kt. to B. third.
6.	K. Kt. to B. third.	Q. to Q. Kt. third.
7.	K. B. to Q. third.	K. Kt. to R. third.
8.	Q. to Q. Kt. third.	Q. B. P. on.
9.	Q. takes Q.	P. takes Q.
10.	K. B. to Q. B. second.	P. to Q. Kt. fourth.
11.	Q. Kt. P. two sq.	B. takes Q. Kt. P. *
12.	P. takes B.	Kt. takes Q. Kt. P.
13.	K. to Q. second. †	Kt. takes K. B.
14.	K. takes Kt.	P. to Q. Kt. fifth.
15.	Q. B. to Q. second.	Q. R. to R. fifth.
16.	K. R. P. one sq.	K. R. to B. sq.
17.	K. Kt. P. two sq.	K. Kt. to B. second.
18.	K. Kt. to Kt. fifth.	Kt. takes Kt. ‡
19.	P. takes Kt.	R. to K. B. seventh.
20.	K. R. P. on.	P. to Q. Kt. fourth.
21.	K. R. P. on.	P. checks.
22.	K. to Kt. second.	P. to Q. Kt. fifth.
23.	P. to K. Kt. sixth.	K. R. P. takes P.
24.	K. R. P. takes P.	Q. B. to R. third.
25.	R. checks.	K. to Q. second.

Finally won by PHILIDOR. He threatens to check with Pawn, &c.

* By this sacrifice, PHILIDOR acquires a powerful attack.

† If he guard K. B. by moving Q. Kt. to R. third, PHILIDOR takes Kt. with R.

‡ ATWOOD's last move has not improved his situation. It allows of PHILIDOR's breaking up the Pawns, and placing K. R. in a commanding position.

GAME XLVI.

PHILIDOR gives Mr. ATWOOD the Pawn and two moves:—
June 29, 1795.

ATWOOD.	PHILIDOR.
1. K. P. two sq.	
2. Q. P. two sq.	K. P. one sq.
3. K. B. P. two sq.	Q. P. two sq.
4. K. P. on.	Q. B. P. two sq.
5. Q. B. P. one sq.	Q. Kt. to B. third.
6. K. Kt. to B. third.	Q. to Q. Kt. third.
7. K. B. to Q. third.	K. Kt. to R. third.
8. Q. to Q. Kt. third.	Q. B. P. on.
9. Q. takes Q.	P. takes Q.
10. K. B. to Q. B. second.	P. to Q. Kt. fourth.
11. Q. Kt. to R. third.	P. attacks Kt.
12. Q. Kt. to Kt. fifth.	K. to Q. sq.
13. Q. Kt. P. one sq.	Q. R. to R. fourth.
14. Q. R. P. two sq.	Q. B. to Q. second.
15. Q. B. to Q. second.	Kt. takes K. P.
16. Kt. takes Kt.	Q. B. takes Kt.
17. K. B. P. advances.	P. takes Q. B. P.
18. B. takes Kt.	K. Kt. P. takes B.
19. Kt. to K. B. seventh, ch.	K. to K. second.
20. Kt. takes R.	K. B. to Kt. second.
21. P. takes K. P.	B. takes Kt.
22. Q. Kt. P. on.	Q. R. home.
23. K. to K. second.	Q. B. to K. sq.
24. K. B. to B. fifth.	Q. B. to K. Kt. third.
25. K. Kt. P. two sq.	K. B. takes Q. P.
26. K. R. to Q. sq.	B. to K. fourth.
27. R. takes P.	Q. B. takes B.
28. P. takes B.	K. to K. B. third.
29. K. P. on. *	R. to K. sq. †
30. R. to Q. seventh.	R. takes P.
31. R. takes R.	K. takes R.
32. Q. R. P. on.	Q. B. P. on.
33. Q. R. to Q. B. sq., and won the game.	

* The young player will see that PHILIDOR cannot take this P. without losing B., and, unless prevented, ATWOOD offers next move to place R. on Q. eighth, which would win the game.

† This move frustrates ATWOOD's playing R. to Q. eighth, as in that case R. would take K. P.

GAME XLVII.

PHILIDOR gives Mr. ATWOOD the Pawn and two moves :—
This game was played at the same sitting as the last.

ATWOOD.	PHILIDOR.
1. K. P. two sq.	
2. Q. P. two sq.	K. P. one sq.
3. K. B. P. two sq.	Q. P. two sq.
4. K. P. on.	Q. B. P. two sq.
5. Q. B. P. one sq.	Q. Kt. to B. third.
6. K. Kt. to B third.	Q. to Q. Kt. third.
7. K. B. to Q. third.	K. Kt. to R. third.
8. Q. to Q. Kt. third.	Q. B. P. advances.
9. Q. takes Q.	P. takes Q.
10. B. to Q. B. second.	P. to Q. Kt. fourth.
11. Q. Kt. to R. third.	P. attacks Kt.
12. Kt. to Q. Kt. fifth.	Q. R. to R. fourth.
13. Q. R. P. two sq.	Q. B. to Q. second.
14. Q. Kt. P. one sq.	Q. Kt. home.
15. Q. B. to Kt. second.	K. B. to K. second.
16. Castles, K. R.	B. takes Kt.
17. P. takes B.	R. takes P.
18. R. to Q. R. eighth.	Castles.
19. Q. Kt. P. takes P.	Q. P. takes P.
20. K. B. to K. fourth.	Kt. to Q. second.
21. R. takes R. ch.	B. takes R.
22. Kt. to K. Kt. fifth.	P. takes Q. B. P.
23. Q. B. takes P.	R. to Kt. sixth.
24. R. to Q. B. sq.	B. attacks R.
25. R. to Q. B. second.	K. Kt. to Kt. fifth.
26. Kt. takes K. P.	R. checks.

PHILIDOR gives Mate immediately, owing to the last move of ATWOOD, which is a sheer miscalculation. The latter player might have prolonged the game, but could not have saved it, by substituting another move to avoid Mate. PHILIDOR threatens, by his 25th move, to play Kt. to K. sixth.

There is every reason for believing that these two games (Games 46 and 47) were the last ever played by PHILIDOR. He died six weeks after the date of this sitting, in his seventieth year. From the newspapers of the day we learn, that "for the last two months of his life he was kept alive merely

by art, and the kind attentions of an old and worthy friend." When he played these latter games, he was, therefore, in a state of debility hardly consistent with the energy required to conduct a difficult contest; but his Chess-intellect shone out to the last in high and undiminished brightness. As a mark of respect to the immortal name of PHILIDOR., the Metropolitan Chess-club suspended their meetings for some time after his death. It is disgraceful to them that no funeral tablet was erected, to point out the place of his rest.

GAME XLVIII.

VERDONI * gives Count BRUHL the two first moves:—
June 14, 1795.

	BRUHL.	VERDONI.
1.	K. P. two sq.	
2.	K. B. to Q. B. fourth.	Q. B. P. two sq.
3.	Q. B. P. one sq.	K. P. one sq.
4.	Q. to K. second.	Q. Kt. to B. third.
5.	K. B. P. two sq.	K. Kt. to K. second.
6.	Q. P. one sq.	K. B. P. two sq.
7.	K. B. to Q. Kt. third.	Q. Kt. P. one sq.
8.	K. Kt. to B. third.	K. Kt. P. one sq.
9.	Q. Kt. to R. third.	K. B. to Kt. second.
10.	Q. Kt. to Kt. fifth.	Castles.
11.	Kt. to Q. sixth. †	Q. to Q. B. second.
12.	K. P. on.	Q. R. P. two sq.
13.	Q. R. P. two sq.	Q. B. to R. third.
14.	Castles.	K. R. P. one sq.

* VERDONI was a professor of Chess, and the first player in England after the death of PHILIDOR. He was one of the celebrated set of French players who composed that really scientific work, "The Traité des Amateurs," and was the instructor of SARRATT, and other distinguished "giuocatori." SARRATT tells us that VERDONI died in England, and was "incontestably a player of the first order." (See SARRATT on Chess.) In the present instance we find VERDONI giving the odds of the two first moves, which I believe to be something less than the five-and-twentieth part of a Pawn, numerically considered; though it certainly prevents the party giving it from gaining any immediate violent attack.

† If the Kt. could be established here, he would be exceedingly well placed; but the second player foresees the impossibility of this, when he permits the attempt to be made.

15.	K. R. P. one sq.	K. to R. second.
16.	Q. Kt. to Kt. fifth.	B. takes Kt.
17.	P. takes B.	Kt. to Q. sq.
18.	Q. B. P. on.	Q. Kt. to K. B. second.
19.	K. B. to Q. B. second.	K. R. to K. Kt. sq.
20.	K. to R. second.	K. Kt. P. on.
21.	Q. Kt. P. one sq.	K. Kt. P. takes P.
22.	Q. B. takes P.	K. Kt. to K. Kt. third.
23.	K. Kt. P. one sq.	Q. Kt. takes K. P.
24.	Kt. takes Kt.	B. takes Kt.
25.	B. takes B.	Q. takes B.
26.	Q. takes Q.	Kt. takes Q.
27.	Q. R. to K. sq.	Q. P. one sq.
28.	R. to K. B. fourth.	R. to K. Kt. fourth.
29.	Q. R. to K. third.	Q. R. to K. Kt. sq.
30.	K. R. to K. B. second.	K. to corner.
31.	K. R. to Q. second.	K. R. to R. fourth.
32.	K. B. to Q. sq.	K. R. to Kt. fourth.
33.	Q. P. advances.	P. takes P.
34.	R. takes P.	Kt. to K. B. second.
35.	R. takes K. P.	R. takes P.
36.	K. R. to Q. second.	K. B. P. on.
37.	B. to K. R. fifth.	R. takes K. R. P. ch.
38.	K. takes R.	Kt. checks.
39.	K. to R. fourth.	Kt. takes R.
40.	R. takes P.	Kt. to Q. B. fourth.
41.	R. takes P. ch.	K. attacks R.
42.	R. to Kt. sixth, ch.	K. to B. sq.
43.	R. to B. sixth, ch.	K. to K. second.
44.	R. takes K. B. P.	Kt. takes P.
45.	B. to Q.	Kt. to Q. B. fourth.
46.	R. to K. B. sq.	Q. R. P. advances.
47.	B. to K. R. fifth.	R. to Q. R. sq.
48.	R. to K. sq. ch.	K. to Q. third.
49.	B. to Kt. sixth.	Q. R. P. on.
50.	B. to Q. B. second.	Q. R. P. on.
51.	R. to Q. R. sq.	K. to K. fourth.
52.	K. to Kt. fourth.	K. to Q. fifth.

VERDONI wins easily. The latter part of the game is badly played by BRUHL; it ought to have been drawn.

GAME XLIX.

VERDONI gives Count BRUHL the two first moves.

	BRUHL.	VERDONI.
1.	K. P. two sq.	
2.	K. B. P. two sq.	Q. B. P. two sq.
3.	K. Kt. to B. third.	Q. Kt. P. one sq.
4.	Q. B. P. two sq.	Q. Kt. to B. third.
5.	Q. Kt. to R. third.	K. P. one sq.
6.	Q. Kt. to Q. B. second.	Q. B. to Kt. second.
7.	Q. P. one sq.	K. Kt to K. second.
8.	K. B. to K. second.	K. B. P. two sq.
9.	K. P. one sq.	K. Kt. to Kt. third.
10.	Q. B. to Q. second.	K. B. to K. second.
11.	Q. R. P. one sq.	Castles.
12.	Castles.	K. R. P. one sq.
13.	K. R. P. one sq.	Kt. to K. R. sq.
14.	Q. to Q. B. sq.	K. Kt. to B. second.
15.	K. Kt. P. two sq.	K. Kt. P. one sq.
16.	K. to R. second.	K. to R. second.
17.	Q. Kt. P. two sq.	Q. R. P. one sq.
18.	Q. R. to Kt. sq.	Q. R. to Kt. sq.
19.	Q. to K. sq.	K. Kt. P. on.
20.	K. Kt. P. takes P.	K. P. takes P.
21.	Q. P. advances.	Q. B. P. takes Q. P.
22.	Q. Kt. takes P.	Kt. takes Kt.
23.	Kt. takes Kt.	Q. B. to K. fifth.
24.	Q. R. to Kt. third.	K. Kt. P. takes P.
25.	Q. B. takes P.	K. B. to R. fifth.
26.	Q. B. to Kt. third.	B. takes B. ch.
27.	R. takes B.	Kt. takes K. P.
28.	K. R. to Kt. sq.	Q. to K. B. third.
29.	R. checks.	K. to corner.
30.	Q. to K. B. second.	Kt. to Kt. fifth, ch. *
31.	Q. R. takes Kt.	P. takes R.
32.	Q. takes Q. ch.	R. takes Q.
33.	K. B. takes P.	Q. R. to K. Kt. sq.
34.	R. to K. sq.	Q. P. two sq. †

* A masterly move ; cutting off the communication between the Rooks.

† It would also be good to check with Rook.

35. P. takes P.	B. takes P.
36. R. to K. fifth.	B. to Q. R. sq.
37. R. to K. R. fifth.	K. to R. second.
38. K. to Kt. third.	R. to K. Kt. fourth.
39. R. takes R.	P. takes R.
40. B. checks.	K. to R. third.
41. K. to Kt. fourth.	B. to Q. fourth.
42. Kt. to Q. B. second.	B. to K. third.
43. Kt. to Q. fourth.	R. takes B.
44. Kt. takes B. *	R. to K. B. eighth.
45. Kt. to Q. B. seventh.	Q. R. P. advances.
46. P. takes P.	P. takes P.
47. Kt. to K. eighth.	R. to K. B. fifth, ch.
48. K. to Kt. third.	R. to Q. R. fifth.
49. Kt. to Q. sixth.	R. takes P. ch.
50. K. to Kt. fourth.	R. to Q. R. fourth, ch.
51. K. to Kt. third.	R. to K. B. fifth.
52. K. R. P. advances.	R. takes K. R. P.
53. Kt. checks.	K. to R. fourth.
54. Kt. takes R.	P. takes Kt. ch.

VERDONI must win; he queens one of the Pawns.

GAME L.

VERDONI gives Count BRUHL the Pawn and move:—
July 9, 1795.

BRUHL.	VERDONI.
1. K. P. two sq.	K. Kt. to R. third.
2. Q. P. two sq.	K. Kt. to B. second.
3. K. B. to Q. B. fourth.	K. P. one sq.
4. Q. to K. second.	K. B. to K. second.
5. K. P. one sq.	Castles.
6. K. B. P. two sq.	Q. Kt. P. one sq.
7. K. Kt. to B. third.	B. to Q. Kt. second.
8. Q. Kt. to Q. second.	Q. Kt. to B. third.
9. Q. B. P. one sq.	K. Kt. to R. third.
10. Q. Kt. to Kt. third.	Q. R. P. one sq.
11. Castles.	Q. Kt. P. on.
12. K. B. to Q. third.	K. Kt. P. one sq.

* If he take Rook with Kt., VERDONI wins by moving K. to Kt. third.

13. Q. B. to K. third.	K. Kt. to B. fourth.
14. Q. Kt. to Q. second.	Q. P. two sq.
15. K. Kt. P. two sq.	K. Kt. to Kt. second.
16. K. B. to Q. B. second.	Q. to K. sq.
17. Q. to Q. third.	Q. Kt. to Q. sq.
18. K. R. P. two sq.	Q Kt. to K. B. second.
19. K. R. P. on.	Q. Kt. to R. third. *
20. Kt. to K. R. second.	Kt. takes K. R. P.
21. P. takes Kt.	Kt. to K. B. fourth.
22. K. to R. sq. †	P. takes P.
23. R. checks.	K. to corner.
24. Q. Kt. to K. B. third.	P. to K. R. third.
25. Q. B. to K. B. second.	Q. to K. B. second.
26. K. Kt. to B. sq.	P. to K. R. fifth.
27. K. R. to Kt. fourth.	Q. B. P. two sq.
28. Kt. takes P.	Q. to K. R. fourth
29. Q. to K. B. third.	B. takes Kt.
30. R. checks.	K. takes R.
31. Q. takes Q.	B. takes B.
32. Q. to Kt. sixth, ch.	K. to corner.
33. B. takes Kt.	P. takes B.
34. Q. takes K. R. P. ch.	K. moves.
35. K. to Kt. second. ‡	P. takes Q. P.
36. Kt. to Kt. third.	B. takes Kt.
37. R. to K. R. sq. §	K. to B. second.
38. Q. to K. B. sixth, ch.	K. home. ‖
39. Q. to K. sixth, ch.	K. to Q. sq.

40. R. to K. R. seventh, and wins. It is certain that this game is carelessly played by VERDONI. He sacrifices the Kt. without a sufficient equivalent, and loses his Queen through a glaring oversight. In the present situation, if he move either of the Bishops, he is Mated by Queen at K. seventh, or Q. seventh, or in one case with Queen at Q. B. seventh square, the second move.

* If he take P. with P., you Mate.

† Having won a piece, BRUHL does not appear to regard the check of the Kt., and the subsequent capture by Kt. either of Rook or K. R. P.

‡ BRUHL has played his last moves so as to secure the winning of this Bishop; but we afterwards find that he considers it would be losing time to take it.

§ Offering Checkmate with Queen.

‖ If he move K. to Kt. sq., you Mate with R.

GAME LI.

VERDONI gives Count BRUHL the Pawn and move.

BRUHL.	VERDONI.
1. K. P. two sq.	K. P. one sq.
2. K. B. P. two sq.	K. Kt. to K. second.
3. K. B. to Q. B. fourth. *	Q. P. two sq.
4. K. P. takes P.	P. takes P.
5. K. B. to Q. Kt. third.	Q. B. to K. third.
6. K. Kt. to B. third.	K. R. P. one sq.
7. Q. P. two sq.	Q. Kt. to Q. second.
8. Kt. to K. fifth.	Kt. takes Kt.
9. K. B. P. takes Kt.	Q. to Q. second.
10. Castles.	Castles.
11. Q. B. to K. third.	K. Kt. to B. fourth.
12. Q. B. to K. B. second.	K. B. to K. second.
13. Q. Kt. to Q. second.	K. Kt. P. two sq.
14. Q. B. P. one sq.	Q. R. to K. Kt. sq.
15. K. B. to Q. B. second.	K. R. P. one sq.
16. Q. Kt. to Kt. third.	K. Kt. P. advances.
17. B. takes Kt.	B. takes B.
18. Q. to K. second.	K. R. P. advances.
19. Q. B. to K. third.	Q. B. to K. third.
20. Q. B. to K. B. fourth.	K. Kt. P. on.
21. K. R. P. one sq.	B. takes K. R. P. †
22. P. takes B.	Q. takes K. R. P.
23. K. R. to B. third. ‡	K. R. to R. second.
24. Q. Kt. to Q. second.	Q. to K. Kt. fifth. §
25. Q. to K. third.	Q. to R. sixth.
26. Q. Kt. to K. B. sq.	K. R. to B. second.
27. K. P. advances.	K. R. to B. fourth.
28. Q. B. P. on.	Q. R. to K. B. sq.
29. P. takes Q. P.	Q. to K. Kt. fifth.
30. Q. P. advances.	P. takes P.
31. Q. to Q. B. third, ch.	K. to Kt. sq.

* Unless the adverse King's P. has been moved two sq., this is seldom a good diagonal to place the Bishop on.

† This play is strong, but hollow.

‡ He thus frustrates VERDONI's intention of advancing P. to K. Kt. seventh.

§ Under the present circumstances, the best move.

32. Q. R. to Q. B. sq. *	Q. R. P. one sq.
33. Q. checks.	K. to R. second.
34. K. R. to Q. Kt. third.	R. to Q. Kt. fourth.
35. R. takes R.	Q. to K. B. sixth.
36. Q. B. to K. third.	B. to K. Kt. fourth.
37. Q. takes P. ch.	Q. takes Q.
38. R. takes Q. ch.	K. takes R.
39. B. takes B.	K. Kt. P. on.
40. B. takes K. R. P. †	P. takes Kt.
41. R. takes P., and wins.	

GAME LII.

VERDONI gives Count BRUHL the Pawn and move:—
July 11, 1795.

BRUHL.	VERDONI.
1. K. P. two sq.	K. P. one sq.
2. Q. P. two sq.	K. Kt. to K. second.
3. K. B. to Q. third.	Q. P. two sq.
4. K. P. on.	Q. B. P. two sq.
5. Q. B. P. one sq.	P. takes P.
6. P. takes P.	Q. Kt. to B. third.
7. K. B. to Q. B. second.	Q. B. to Q. second.
8. Q. R. P. one sq.	Q. to Q. Kt. third.
9. K. Kt. to K. second.	K. Kt. P. one sq.
10. Castles.	K. B. to Kt. second.
11. K. to corner.	Castles, K. R.
12. Q. Kt. P. one sq.	Q. Kt. takes K. P, ‡
13. P. takes Kt.	K. B. takes P.
14. Q. R. to R. second.	R. takes P.
15. Q. B. to Kt. second.	B. takes B.
16. R. takes B.	Q. R. to K. B. sq.
17. Kt. to K. Kt. third.	Q. to K. sixth.
18. K. R. to K. sq.	Q. to K. B. fifth.
19. Q. Kt. to B. third.	Q to K. B. third.
20. Q. to Q. third.	Q. B. to Q. B. third.

* Offering to Mate in three; by playing Q., first to Q. B. seventh, and then to Q. B. eighth.

† If you take P. with K., he pins B. with R.; but what would the gain of a Bishop avail him?

‡ VERDONI plays this admirably:—he acquires a fine position, and makes the most of it throughout the remainder of the game.

21. Q. R. to Kt. sq.	K. P. advances. *
22. K. Kt. to R. fifth. †	Q. to K. Kt. fourth.
23. Kt. to K. Kt. third.	K. R. to Q. seventh.
24. Q. to K. third.	Q. takes Q.
25. R. takes Q.	R. takes B.
26. Q. R. to K. B. sq.	R. takes R. ch.
27. Kt. takes R.	Q. P. advances.
28. R. takes K. P.	P. takes Kt.
29. R. takes Kt.	R. takes K. Kt. P. ‡

VERDONI must win. He threatens to discover Checkmate or win the Rook; and to prevent this, BRUHL must play R. to Q. B. seventh, and give up the exchange, &c.

GAME LIII.

VERDONI gives Mr. ATWOOD Q. Kt. for the two first moves.

VERDONI.	ATWOOD.
1. K. P. two sq.	
2. K. B. to Q. B. fourth.	K. P. two sq.
3. K. Kt. to B. third.	Q. Kt. to B. third.
4. Q. B. P. one sq.	K. B. to Q. B. fourth.
5. Q. Kt. P. two sq.	B. to Q. Kt. third.
6. Q. P. two sq.	P. takes P.
7. P. takes P.	Q. to K. second. §
8. Castles.	Q. takes Q. Kt. P. ‖
9. Q. to Q. third.	K. B. takes Q. P.
10. Kt. takes B.	Kt. to K. fourth.
11. K. B. takes P. ch.	K. takes B.
12. Q. to K. third.	K. Kt. to B. third.
13. Q. B. to R. third.	Q. to Q. R. fifth.

* VERDONI does not push Q. P., because BRUHL could then play Q. Kt. to K. fourth.

† To a young player this would appear to be a good move, because if VERDONI take Kt., he is checkmated; but a deeper examination will show that the Kt. is badly placed, and time is lost in bringing him back; while VERDONI improves the position of his Queen.

‡ It is generally better, in similar positions, (which are of frequent occurrence,) to take the P. with R., than with B.—the reason is obvious.

§ If ATWOOD take Q. Kt. P. with Kt., VERDONI moves Q. to Q. Kt. third; taking up an attacking position.

‖ It cannot be too frequently pointed out to beginners, that, in

14. Q. B. home.	K. Kt. to Kt. fifth.
15. Q. to K. B. fourth, ch.	K. home.
16. Kt. to K. B. fifth.	Q. P. one sq. *
17. Kt. takes Kt. P. ch.	K. to K. second.
18. K. R. P. one sq.	K. R. to Kt. sq.
19. Kt. checks.	B. takes Kt.
20. Q. takes B.	K. Kt. to B. third.
21. Q. B. to K. Kt. fifth.	Kt. to K. B. sixth, ch. †
22. P. takes Kt.	R. takes B. ch.
23. Q. takes R.	R. to K. Kt. sq.
24. Q. to K. Kt. third.	R. takes Q. ch.
25. P. takes R.	Q. to Q. fifth, ch.
26. K. to Kt. second.	Q. to Q. Kt. seventh, ch.
27. K. to Kt. sq.	Kt. to R. fourth.
28. Q. R. to Kt. sq.	Q. to Q. fifth, ch.
29. K. to Kt. second.	Q. to K. fourth.

Mr. ATWOOD wins the game.

GAME LIV.

VERDONI gives Mr. ATWOOD the Pawn and two moves :—
January 21, 1796.

ATWOOD.	VERDONI.
1. K. P. two sq.	
2. Q. P. two sq.	K. P. one sq.
3. K. B. to Q. third.	Q. B. P. two sq.
4. Q. P. advances.	Q. P. moves.
5. Q. B. P. two sq.	K. P. moves.
6. K. B. P. two sq.	Q. Kt. to Q. second.
7. K. B. P. on.	K. Kt. to B. third.
8. K. Kt. P. two sq.	K. R. P. one sq.
9. K. R. P. two sq.	K. B. to K. second.
10. K. Kt. P. on.	P. takes P.
11. Q. B. takes P.	K. Kt. takes Q. P.
12. B. takes B. ‡	Kt. takes B.

giving large odds, we are forced to leave many things *en prise ;* in order to attempt drawing the enemy's forces into confusion thereby.

* If he had guarded K. Kt. P., you attack Kt. with K. R. P.

† Good play, and by no means obvious. If VERDONI take Kt. with Q., ATWOOD simply captures Bishop with Rook.

‡ If he take Kt. with P., VERDONI captures B. with K. B., while ATWOOD cannot retake without losing K. R.

13. Q. to K. Kt. fourth.	K. to B. sq.
14. K. Kt. to B. third.	Q. Kt. to K. B. third.
15. Q. to Kt. fifth.	R. attacks Q.
16. Q. to K. Kt. second.	K. to Kt. sq.
17. Q. Kt. to B. third.	Q. B. to Q. second.
18. Kt. to Q. fifth.	K. Kt. takes Kt.
19. Q. B. P. takes Kt.	Q. to K. second.
20. Q. R. P. two sq.	B. takes K. B. P.
21. P. takes B.	K. P. on.
22. Kt. to Kt. fifth.	P. takes B. dis. ch.
23. Kt. to K. sixth.	R. takes K. B. P.
24. K. to Q. second.	R. to K. fourth.
25. Q. R. to K. sq.	K. to corner.
26. K. takes P.	Q. R. to K. Kt. sq.
27. Q. to K. Kt. fifth.	

The remainder of this game is wanting; it ended in a draw. The second player could not, on the coming move, take Q. *

GAME LV.

VERDONI gives Mr. ATWOOD the Pawn and two moves:—
January 24, 1796.

ATWOOD.	VERDONI.
1. K. P. two sq.	K. P. one sq.
2. Q. P. two sq.	Q. B. P. two sq.
3. K. B. to Q. third.	Q. P. on.
4. Q. P. on.	K. P. advances.
5. Q. B. P. two sq.	P. takes P.
6. K. B. P. two sq.	Q. to K. B. third.
7. B. takes P.	Q. B. to Kt. fifth.
8. Q. to Q. second.	B. to R. fourth.
9. K. R. P. one sq.	

* For example:—

27.	R. takes Q.
28. P. takes R. dis. ch.	Kt. to R. second.
29. K. Kt. P. on.	R. to Q. B. sq. (He is compelled to move R. somewhere, to save Mate.)
30. R. takes Kt. ch.	K. moves.
31. Q. R. to K. R. sq.	P. checks.

32. K. to Q. B. second, and the second player has no resource left, to avoid being mated by Rook.

10. Q. Kt. to B. third.	K. R. P. one sq.
11. Q. Kt. to K. second.	K. Kt. P. two sq.
12. Q. B. to K. third.	K. B. to Kt. second.
13. Q. R. to Kt. sq.	Q. Kt. to Q. second.
14. K. Kt. P. two sq.	B. to K. Kt. third.
15. Q. Kt. to K. Kt. third.	Kt. to K. fourth.
16. Q. to K. second.	K. Kt. to K. second.
17. Kt. to K. B. fifth.	B. takes Kt.
18. K. P. takes B.	Castles, Q. R.
19. Q. Kt. P. two sq.	Q. Kt. P. one sq.
20. P. takes P.	Q. P. takes P.
21. K. Kt. to B. third.	K. R. to B. sq.
22. K. to B. second.	K. Kt. to Q. B. third.
23. Kt. takes Q. Kt. *	Kt. takes Kt.
24. Q. to Q. B. second.	Q. R. to Q. second.
25. K. R. to K. sq.	Q. R. to K. second.
26. Q. to Q. Kt. third.	Q. to Q. third.
27. K. B. home.	Kt. takes K. Kt. P. ch. †
28. P. takes Kt.	R. takes B.
29. R. takes R.	B. to Q. fifth.
30. Q. R. to K. sq.	Q. to K. B. fifth, ch.
31. K. to Kt. second.	B. takes R.

32. K. to corner.—Won by VERDONI, after a long struggle.

GAME LVI.

VERDONI gives Mr. ATWOOD the Pawn and two moves:—
April 14, 1798.

ATWOOD.	VERDONI.
1. K. P. two sq.	
2. Q. P. two sq.	K. P. one sq.
3. K. B. to Q. third.	Q. B. P. two sq.
4. Q. P. on.	Q. P. on.
5. Q. B. P. two sq.	K. P. on.
6. K. B. P. two sq.	P. takes P.
7. B. takes P.	Q. Kt. to Q. second.
8. K. P. advances.	Q. P. takes P.
9. Q. checks.	K. to K. second. ‡
10. Q. B. checks.	K. Kt. covers.

* If you take Kt. with P., VERDONI takes B. with Kt., checking.
† A very dashing move.
‡ If he move up K. Kt. P., you take it with K. B., ch.

11. Q. Kt. to B. third.	Q. R. P. one sq.
12. K. Kt. to R. third.	Q. to Q. Kt. third.
13. Castles, K. R.	Q. takes Q. Kt. P.
14. Q. Kt. to K. fourth.	Q. to Q. fifth, ch.
15. K. Kt. covers.	Q. Kt. P. one sq.
16. Q. R. to Q. sq.	Q. R. P. one sq.
17. P. checks.	K. to Q. sq.
18. K. B. to Q. Kt. sq.	Q. takes Q. B. P.
19. K. Kt. to Kt. fourth.	K. R. P. one sq.
20. B. takes Kt. ch.	Kt. takes B.
21. K. Kt. takes Kt.	P. takes Kt.
22. Kt. takes K. B. P.	Q. to K. third. *
23. Q. P. advances.	B. takes P.
24. R. takes B. ch.	Q. takes R.
25. Kt. takes Q.	K. takes Kt.

Won by Mr. ATWOOD.

GAME LVII.

VERDONI gives Mr. ATWOOD the Pawn and two moves :—
February 16, 1800.

ATWOOD.	VERDONI.
1. K. P. two sq.	
2. Q. P. two sq.	K. P. one sq.
3. K. B. to Q. third.	Q. B. P. two sq.
4. Q. P. on.	Q. P. one sq.
5. Q. B. P. two sq.	K. P. on.
6. K. B. P. two sq.	P. takes P.
7. B. takes P.	K. Kt. to B. third.
8. K. P. on.	Q. P. takes P.
9. Q. B. takes P.	Q. Kt. to Q. second.
10. B. to Q. B. third.	K. B. to K. second.
11. K. Kt. to B. third.	Castles.
12. B. to K. B. fifth.	Q. Kt. to Kt. third.
13. B. takes B.	Q. R. takes B.
14. Q. Kt. P. one sq.	Q. Kt. to Q. second.
15. Q. Kt. to Q. second.	K. B. to Q. third.
16. Castles.	Q. R. P. one sq.
17. Kt. to Kt. fifth.	K. R. to K. sq.
18. Kt. to K. sixth.	Q. to K. second.

* To guard the King's square.

19. Q. Kt to K. B. third.	Q. to K. B. second.
20. Q. to Q. second.	Q. to K. Kt. third.
21. Q. R. to K. sq.	Q. to K. R. fourth.
22. Q. to Q. third.	Q. to K. R. third.
23. Q. B. to Q. second.	Q. to R. fourth.
24. Q. R. to K. second.	K. R. to K. second.
25. K. R. to K. sq.	Q. R. to K. sq.
26. Q. B. to Q. B. third.	K. Kt. to Kt. fifth.
27. K. Kt. P. one sq.	K. Kt. to B. third.
28. B. to K. fifth.	Q. Kt. takes B.
29. Kt. takes Kt.	Kt. to K. Kt. fifth.
30. Kt. takes Kt.	Q. takes Kt.
31. R. to K. B. second.	Q. Kt. P. one sq.
32. K. R. to K. B. sq.	R. to Q. R. second. *
33. R. to K. B. fifth. †	K. R. P. one sq.
34. K. to Kt. second. ‡	R. takes Kt.
35. P. takes R.—ATWOOD wins.	

GAME LVIII.

VERDONI gives Mr. ATWOOD the Pawn and two moves.

ATWOOD.	VERDONI.
1. K. P. two sq.	
2. Q. P. two sq.	K. P. one sq.
3. K. B. to Q. third.	Q. B. P. two sq.
4. Q. P. on.	Q. P. on.
5. Q. B. P. two sq.	K. P. moves.
6. K. B. P. two sq.	P. takes P.
7. Q. B. takes P.	Q. Kt. to Q. second.
8. K. Kt. to B. third.	Q. to Q. B. second.
9. Q. Kt. to B. third.	Q. R. P. one sq.
10. Castles.	K. B. to K. second.
11. K. Kt. to Kt. fifth.	B. takes Kt.
12. B. takes B.	K. Kt. to B. third.
13. K. P. advances.	P. takes P.
14. P. attacks Q.	Q. takes P.

* ATWOOD threatens to Mate in two moves, by checking at K. B. eighth; it is therefore necessary to bring the Bishop to bear on that point.

† Intending to move next time, if possible, R. to K. Kt. fifth.

‡ This move decides the game, on account of the embarrassed condition of VERDONI's Queen; who is thus shut out from K. R. sixth, and liable to be attacked by K. R. P.

15.	B. to Kt. sixth, ch.	K. to K. second.
16.	Q. Kt. checks.	K. to Q. sq.
17.	B. takes Kt. ch.	K. Kt. P. takes B.
18.	Q. to K. R. fifth.	Q. Kt. P. two sq.
19.	Q. R to Q. sq.	Q. R. to R. second.
20.	Kt. takes K. B. P.	Q. to K. third.
21.	K. B. to B. fifth.	Q. takes Kt.
22.	B. takes Kt.	Q. to K. second.
23.	B. to K. sixth, dis. ch.	B. covers.

24. Q. takes K. P., and wins the game: threatening to take K. R. and also to check at Q. Kt. eighth.

These games of VERDONI, while they evince unquestionable talent for invention, prove the immeasurable superiority of PHILIDOR. The latter never met with an opponent who could attempt to play even with him, and his utmost energies were, therefore, (like the ultimatum of speed possessed by the racer ECLIPSE) never put in requisition. As it is understood that VERDONI was of the same strength as SARRATT in his best day, his play will assist us in drawing a comparison between PHILIDOR and the players of this generation. Upon a cool unprejudiced comparison of facts and results, I cannot hesitate to declare that, in my humble opinion, PHILIDOR was decidedly stronger than the greatest players of the present time.

GAME LIX.

Lord HARROWBY * and Mr. BOWDLER.

	HARROWBY.	BOWDLER.
1.	K. P. two sq.	The same.
2.	K. B. to Q. B. fourth.	The same.
3.	Q. P. one sq.	Q. Kt. to B. third.
4.	Q. B. P. one sq.	Q. to K. second.
5.	Q. to K. second.	Q. P. one sq.
6.	K. B. P. two sq.	B. takes Kt.
7.	R. takes B.	K. P. takes P.
8.	Q. B. takes P.	Q. Kt. to K. fourth.
9.	B. takes Kt.	Q. takes B.
10.	K. Kt. P. one sq.	K. Kt. to B. third.

* Lord HARROWBY was for many years one of the chief supporters of Chess in this kingdom. He was a first-rate player, but slightly inferior to BOWDLER.

11. Q. Kt. to Q. second.	B. attacks Q.
12. Q. to K. Kt. second.	Q. P. advances.
13. K. B. to Q. Kt. third.	P. takes P.
14. P. takes P.	Castles, Q. R.
15. K. R. P. one sq.	R. takes Kt. *
16. K. takes R.	Kt. takes P. ch.
17. K. to Q. B. second.	Q. B. to K. B. fourth.
18. Q. R. to K. sq. †	K. R. to Q. sq. ‡
19. K. to Q. B. sq.	B. to K. Kt. third.
20. K. R. P. advances.	Q. to Q. B. fourth.
21. K. R. to K. B. sq.	Kt. takes Q. B. P.
22. K. B. to Q. B. second. §	Kt. takes P. ch.
23. K. to Kt. sq.	Kt. to Q. Kt. fifth.
24. B. takes B.	K. B. P. takes B.
25. Q. to K. fourth.	Q. to Q. R. fourth.
26. Q. to K. sixth, ch.	K. to Kt. sq.
27. Q. to K B. seventh. ‖	Q. to Q. R. fifth.
28. R. to Q. B. sq.	Kt. to Q. B. third.
29. K. R. to K. B. fourth.	Q. to Q. Kt. fourth.
30. R. to K. B. third.	Q. R. P. two sq.
31. Q. takes K. Kt. P.	Q. to Q. fourth.
32. K. R. to Q. B. third.	R. to Q. second.
33. Q. to K. B. eighth, ch.	K. to R. second.
34. Q. to K. B. second, ch.	Q. to Q. fifth.
35. Q. to K. B. third.	Q. to Q. fourth.
36. Q. to K. B. sq.	Q. to K. B. fourth.
37. Q. takes Q.	P. takes Q.

* A very fair risk.

† Nothing can be more dangerous than to permit a check by discovery; in this instance it ought to have cost the game.

‡ BOWDLER should play Kt. to K. B. seventh, dis. ch.—having in view the subsequent checks of Kt. at Q. sixth, and R. at Q. sq.

§ Variation:—

22. P. takes Kt.	Q. takes P. ch.
23. Q. or B. interposes.	Q. to Q. R. eighth, checks, and mates next move.

‖ A piece might be forced as follows:—

27. R. to K. B. eighth. If you take R. with R., I mate in two moves, by checking with Q. at K. eighth. Your only move is—

	27. Q. B. P. one sq.
28. Q. to Q. sixth, ch.	28. K. to Q. B. sq.
29. R. takes R. ch. (best).	29. Q. takes R.
30. Q. takes Kt., and ought to win.	

38. R. to Q. B. fifth.	R. to Q. sixth.
39. Q. R. to Q. B. third.	R. checks.
40. K. to Q. B. second.	R. to K. B. eighth.
41. K. to Kt. third.	K. R. P. two sq.
42. R. to Q. fifth.	K. to Kt. third.
43. R. to Q. seventh.	K. B. P. on.
44. R. to K. B. seventh. *	Kt. checks.
45. K. to R. second.	Kt. to K. seventh.
46. R. to Kt. third, ch.	K. to Q. B. third.
47. P. takes P.	Kt. to Q. B. eighth, ch.
48. K. to R. third.	Kt. takes R.
49. K. takes Kt.	R. to K. R. eighth.
50. R. to K. B. fifth.	R. takes P.
51. K. to Q. B. fourth.	Kt. P. checks.
52. K. to Q. fourth. †	K. to Kt. third.
53. K. to K. fourth.	R. to K. R. seventh.
54. K. to K. B. third.	Q. R. P. advances.

Ultimately won by Bowdler. His adversary played some of his latter moves very badly.

GAME LX.

Count Bruhl and Lord Harrowby :—May 11, 1788.

BRUHL.	HARROWBY.
1. K. P. two sq.	The same.
2. K. B. to Q. B. fourth.	Q. B. P. one sq.
3. Q. B. P. one sq.	Q. P. two sq.
4. P. takes P.	P. takes P.
5. B. to Q. Kt. third.	Q. Kt. to B. third.
6. Q. P. two sq.	K. P. advances.
7. Q. B. to K. third.	Q. Kt. P. two sq.
8. K. Kt. to K. second.	Q. B. to K. third.
9. Q. Kt. to Q. second.	K. B. to Q. third.
10. Kt. takes K. P.	P. takes Kt.
11. Q. P. advances.	B. to Q. second.
12. P. takes Kt.	Q. B. retakes P.
13. Kt. to Q. fourth.	Q. B. to Q. second.

* This move, or rather the possibility of playing it, occurs very *à propos*. It is, however, followed up most vilely.

† If he take P. with R., his opponent takes P. with R. ch., and wins Rook, &c.

14.	Q. to K. R. fifth. *	Q. to K. second.
15.	Kt. takes Q. Kt. P.	K. Kt. to B. third.
16.	Kt. takes B. ch.	Q. takes Kt.
17.	Q. takes K. B. P. ch.	K. to Q. sq.
18.	R. attacks Q.	Q. to K. second.
19.	Q. takes Q. ch.	K. takes Q.
20.	Q. B. checks.	K. to Q. sq.
21.	R. to Q. sixth.	K. R. to K. sq.
22.	Castles.	R. to K. fourth.
23.	Q. B. to Q. R. third.	K. to Q. B. second.
24.	K. R. to Q. sq.	Q. R. P. two sq.
25.	R. takes Kt. †	P. takes R.

26. B. to Q. sixth, checking; then takes R. with B., and has clearly a winning game.

GAME LXI.

Mr. COTTER ‡ and Count BRUHL.

	COTTER.	BRUHL.
1.	K. P. two sq.	The same.
2.	K. B. P. two sq.	P. takes P.
3.	K. Kt. to B. third.	K. Kt. P. two sq.
4.	K. R. P. two sq.	K. Kt. P. on.
5.	Kt. to Kt. fifth.	K. R. P. one sq.
6.	Kt. takes K. B. P.	K. takes Kt.
7.	Q. takes P.	K. Kt. to B. third.
8.	Q. takes Gamb. P.	Q. P. one sq.
9.	B. checks.	Q. B. covers.
10.	B. takes B. ch.	K. takes B.
11.	Castles.	Q. Kt. to Q. second.
12.	Q. P. two sq.	K. to K. second.

* Attacking K. B. P. and Q. Kt. P.

† Might also take B. ch.

‡ The very brilliant Gambit, which we now term the ALLGAIER GAMBIT, was first introduced to the notice of the players of that period by Mr. COTTER, and was accordingly denominated the COTTER GAMBIT. The present game is a specimen of the opening in question, which is analyzed at some length in my Treatise on Chess. (See the second and enlarged edition of "A NEW TREATISE ON CHESS, by GEORGE WALKER; *London, Sherwood and Co.*, 1833, *pocket size, pp.* 160." An author may be excused for sometimes pressing his works on the notice of his readers.)

13.	K. P. moves.	P. takes P.
14.	P. takes P.	K. B. to Kt. second.
15.	P. takes Kt. ch.	Kt. takes P.
16.	Q. Kt. to B. third.	Q. R. P. two sq.
17.	Q. B. to K. third.	K. R. to K. sq.
18.	Kt. to Q. Kt. fifth.	K. to B. second.
19.	Kt. takes Q. B. P.	R. takes B.
20.	Kt. takes Q. R.	R. to K. second.
21.	Q. to Q. B. fourth, ch.	K. to Kt. third.
22.	Q. to Q. third, ch. *	Q. takes Q.
23.	P. takes Q.	Kt. to Q. fourth.
24.	Q. R. to Q. B. sq.	B. takes Q. Kt. P.
25.	Q. R. to Kt. sq.	B. checks.
26.	K. to corner.	R. to K. sq.
27.	Q. R. to Kt. fifth.	R. to Q. sq.
28.	R. takes Q. R. P.	Kt. to K. sixth.
29.	P. checks.	K. to Kt. second.
30.	K. R. to Q. B. sq.	Kt. to Kt. fifth.
31.	Kt. to Q. B. seventh.	Kt. checks.
22.	K. to R. second.	Kt. checks. †
33.	K. to Kt. third, and won the game.	

GAME LXII.

Hon. H. Conway and Count Bruhl.

	Conway.	Bruhl.
1.	K. P. two sq.	K. P. two sq.
2.	K. B. to Q. B. fourth.	K. Kt. to B. third. ‡
3.	Q. Kt. to B. third. §	Q. B. P. one sq.
4.	K. Kt. to K. second.	Q. P. two sq.
5.	P. takes P.	P. takes P.
6.	K. B. to Q. Kt. third.	Q. Kt. to B. third.
7.	Q. P. two sq.	K. P. advances.
8.	Castles.	Q. B. to K. third.
9.	Q. R. P. one sq.	K. R. P. one sq.
10.	K. Kt. to B. fourth.	K. Kt. P. two sq.

* Cotter changes Queens in order to preserve Kt.

† By this ill-judged check, Bruhl by no means improves a game already sufficiently hopeless.

‡ This is premature. Conway should answer with the same move, as the strongest he can play.

§ Rather bring K. Kt. out, to B. third.

11. Kt takes B.	P. takes Kt.
12. Q. B. to K. third.	Q. Kt. to K. second.
13. K. B. P. one sq.	Kt. to K. B. fourth.
14. Q. to K. second.	K. B. to Q. third.
15. P. takes P.	Kt. takes B.
16. Q. takes Kt.	B. takes R. P. ch. *
17. K. to corner.	K. B. to Q. B. second.
18. P. takes Q. P. †	Castles.
19. P. takes K. P.	Q. to K. second.
20. Q. P. advances.	Q. to Q. third. ‡
21. Q. to K. R. third.	Kt. to K. Kt. fifth.
22. Q. Kt. to Kt. fifth. §	Q. to K. fourth.
23. Kt. takes B.	R. takes R. ch.
24. R. takes R.	Kt. checks.
25. R. takes Kt.	Q. to K. eighth, ch.
26. K. to R. second.	Q. takes R.
27. Q. P. advances. ‖	Q. to Q. fifth. ¶
28. Q. P. advances.	Q. to Q. third, ch.
29. Q. covers.	Q. to K. second.
30. Kt. to Q. fifth.	Q. to Q. sq. **
31. K. P. advances, and wins.	

GAME LXIII.

Count Bruhl and Mr. Conway.

BRUHL.	CONWAY.
1. K. P. two sq.	The same.
2. K. B. to Q. B. fourth.	Q. Kt. P. one sq. ††

* The tyro must understand that if he retake B. with K.—the Kt. wins Q. by checking at K. Kt. fifth.

† He cannot retake P. with P., and to retake with Kt. would cost a piece.

‡ This offer of Mate is too palpable to succeed.

§ If you take Kt., he mates with Q.

‖ It matters little what move is played at this point of the game; victory being clearly certain. Conway appears to disdain the inglorious capture of the Rook; but I should have taken it, on the supposition that the enemy would then immediately surrender.

¶ The check at K. B. fifth is worthless.

** If he take K. P., the first player wins Queen, by checking off with Kt.—Conway might have shortened the ending of this.

†† The second player makes an extraordinary opening—to say the least of it. In Chess, as in most other things, there is generally a wide difference between the extraordinary and the excellent.

3.	Q. P. one sq.	K. Kt. to B. third.
4.	K. B. P. two sq.	P. takes P.
5.	Q. B. takes P.	Q. P. two sq.
6.	P. takes P.	Kt. takes P.
7.	Q. checks.	K. B. covers.
8.	B. takes Kt.	Q. takes B.
9.	B. takes Q. B. P.	Q. Kt. to B. third.
10.	K. Kt. to B. third.	Q. to Q. B. fourth.
11.	Q. B. to K. Kt. third.	Castles.
12.	B. to K. B. second.	Q. to Q. R. fourth, ch.
13.	Q. B. P. one sq.	Q. B. to Kt. second.
14.	Castles.	K. R. to K. sq.
15.	Q. to Q. B. second.	Q. to K. R. fourth.
16.	Q. Kt. to Q. second.	Q. R. to Q. sq.
17.	Kt. to K. fourth.	Q. to K. Kt. third.
18.	Q. R. to Q. sq.	K. to corner.
19.	Q. to Q. Kt. sq.	K. B. P. two sq.
20.	Kt. to K. Kt. third.	K. B. to K. B. third.
21.	Q. P. advances.	Q. Kt. to K. second.
22.	Q. to Q. B. sq.	B. takes Kt.
23.	P. takes B.	Kt. to Q. fourth.
24.	Q. to Q. B. second.	P. attacks Kt.
25.	Q. takes Q.	P. takes Q.
26.	Kt. to K. fourth.	K. R. to K. third.
27.	Kt. takes B.	P. takes Kt.
28.	K. R. to K. sq.	Kt. to K. sixth.
29.	B. takes Kt.	P. takes B.
30.	Q. R. to Q. third.	Q R. to K. sq.
31.	K. to Kt. second.	K. B. P. on.
32.	K. B. P. on. *	K. to Kt. second.
33.	R. to K. second. †	K. Kt. P. on.
34.	P. takes K. Kt. P.	K. to Kt. third.
35.	K. to B. third.	K. B. P. on.
36.	K. R. P. two sq.	K. R. to K. fifth.
37.	Q. P. advances.	K. R. to K. second.
38.	Q. R. to Q. fourth.	K. R. to Q. second.
39.	Q. R. takes K. B. P., and wins.	

* This move is well played. It prevents the K. B. P. from supporting K. P., and opens a square on which the King may make the third piece attacking K. P.

† To prevent K. P. advancing, on BRUHL moving K. to B. third.

GAME LXIV.

Mr. BOWDLER and Mr. CONWAY.

BOWDLER	CONWAY.
1. K. P. two sq.	The same.
2. K. B. to Q. B. fourth.	The same.
3. Q. P. one sq.	Q. B. P. one sq.
4. Q. to K. second.	Q. P. one sq.
5. K. B. P. two sq.	K. P. takes P.
6. Q. B. takes P.	Q. to Q. Kt. third. *
7. Q. to K. B. third. †	Q. takes Q. Kt. P.
8. K. B. takes P. ch.	K. to Q. second. ‡
9. K. Kt. to K. second.	Q. takes R.
10. K. to Q. second.	B. to Q. Kt. fifth, ch.
11. Q. Kt. covers.	B. takes Kt. ch.
12. Kt. takes B.	Q. takes R.
13. Q. to K. Kt. fourth, ch.	K. to Q. B. second.
14. Q. takes K. Kt. P.	Q. Kt. to Q. second.
15. Q. to K. Kt. third. §	Q. Kt. P. one sq.
16. Kt. to Q. Kt. fifth, ch.	P. takes Kt.
17. B. takes P. ch.	K. to Kt. second.
18. K. B. checks.	K. to R. third.
19. Q. P. advances. ‖	Q. Kt. P. advances.
20. Q. B. takes P.	K. to Kt. fourth.
21. Q. B. P. checks. ¶	K. takes B.
22. Q. to Q. Kt. third, ch.	K. moves.
23. Q. gives check-mate. **	The attack in this game is con-

* Attacking both K. Kt. and Q. Kt. P.

† Determined upon a dashing game, BOWDLER leaves both points "sans defense," having in view a violent counter-attack.

‡ If he take B. with K., he loses Queen, through the discovered check which would be given.

§ It would not be sufficient to take Rook. He is therefore compelled to continue the attack, for the chance of a greater prize.

‖ Threatening to mate with Q. at Q. R. third.

¶ A neat mode of finishing the game. If he do not take B., the Q. gives checkmate.

** The Chess-men are seldom seen in a situation of Checkmate, with only two pieces winning against six. Very truly is it laid down as one of the leading axioms of the science, that "in Chess, it is NOT the number of pieces, but THE POSITION—that carries the day."

ducted with the brilliancy of GRECO, though it would not be difficult for a good player to mend the defence. It is a flight of daring which commands our admiration, both for the genius which plans, and the success that crowns it. We wonder that BOWDLER should risk so much, and we equally wonder to find it answer. As I have said elsewhere, the brilliant, if not the soundest, is certainly the best style—for the lookers-on.

GAME LXV.

Mr. ATWOOD and Mr. WILSON:—February 11, 1795.

ATWOOD.	WILSON.
1. K. P. two sq.	The same.
2. K. Kt. to B. third.	Q. P. one sq. *
3. Q. P. two sq.	Q. B. pins Kt.
4. P. takes P.	B. takes Kt.
5. Q. takes B.	P. takes P.
6. K. B. to Q. B. fourth.	Q. to Q. second.
7. Q. to Q. Kt. third.	Q. B. P. one sq.
8. Q. R. P. two sq.	K. B. to Q. third.
9. Castles.	K. Kt. to B. third.
10. Q. Kt. to B. third.	Castles.
11. Q. B. to K. third.	K. to corner.
12. Q. R. to Q. sq.	Kt. to K. R. fourth.
13. R. takes B. †	Q. takes R.
14. Q. takes Q. Kt. P.	Q. Kt. to Q. second.
15. R. attacks Q.	Q. to Q. Kt. sq.
16. R. takes Kt.	Q. takes Q.
17. R. takes Q.	K. B. P. two sq.

18. R. takes Q. R. P., and wins. The latter moves are very well played on the part of ATWOOD.

GAME LXVI.

Mr. WILSON and Mr. ATWOOD:—July 21, 1795.

WILSON.	ATWOOD
1. Q. P. two sq.	The same.
2. Q. B. P. two sq.	P. takes P.
3. K. P. one sq.	K. P. two sq.

* PHILIDOR, and many of his pupils, preferred this move to Q. Kt. to B. third; the latter being now generally admitted to be stronger.

† Scientific play; and worthy of imitation.

4. P. takes P.	Q. takes Q. ch.
5. K. takes Q.	Q. Kt. to B. third.
6. K. B. P. two sq.	B. checks.
7. K. B. covers.	Castles, ch. *
8. Q. B. covers.	K. B. P. two sq.
9. B. takes B.	P. takes B.
10. Kt. to K. second.	Q. Kt. to Kt. fifth.
11. Q. R. P. one sq.	Kt. to Q. sixth.
12. K. to Q. B. second.	K. B. to Q. B. fourth.
13. K. R. to K. B. sq.	K. Kt. to R. third.
14. K. Kt. to Kt. third.	K. R. to B. sq.
15. Q. Kt. to B. third.	Q. R. P. one sq.
16. Q. Kt. to K. fourth.	K. B. to Q. R. second.
17. Q. Kt. to Kt. fifth.	K. R. to K. sq.
18. Kt. takes K. R. P.	K. Kt. to B. second.
19. K. Kt. to K. fourth.	K. R. home.
20. Q. Kt. to K. Kt. fifth.	Kt. takes Kt.
21. Kt. takes Kt.	R. takes K. R. P.
22. K. P. advances.	Kt. takes Q. Kt. P.
23. K. P. advances. †	R. takes B. ch.
24. K. takes R.	R. takes P. ch.
25. K. to Q. B. third.	K. to Q. second.
26. Q. R. to Q. Kt. sq.	Kt. to R. fourth, ch.
27. K. takes P.	Q. Kt. P. checks.
28. K. to Q. third.	Q. B. P. two sq.
29. Q. R. to Q. sq.	K. takes P.
30. K. to K. fourth. ‡	Kt. checks.
31. K. to B. fifth.	Kt. takes R.
32. R. takes Kt.	R. to K. seventh.
33. K. P. advances.	P. to K. Kt. sixth.
34. K. P. advances.	P. to K. Kt. seventh
35. K. P. advances.	R. to Q. seventh.

* In England we allow the player to Castle in this manner; giving check with the R. It is not permitted in Italy, where, although they suffer a latitude in the choice of the squares you play the King and Rook to, in the performance of Castling,—yet you may not give check in Castling, nor even attack any of your adversary's men with either K. or R. in the act of Castling.

† If you take Kt. with K., he takes B. with R. ch.—Pushing the Pawn is the best move, for both R. and Kt. are now attacked, and the winning of something is matter of certainty.

‡ The first player appears to consider himself too strong to care for losing the exchange.

36	R. takes R *	P. queens.
37.	R. checks.	K. home.
38.	R. takes K. Kt. P.	Q. to Q. Kt. eighth, ch.
39.	Kt. covers.	Q. to Q. sixth.
40.	R. to Kt. eighth, ch.	K. moves.
41.	R. to Kt. seventh, ch.	K. to Q. sq. †
42.	R. ch. K. and Q.	Q. takes R.
43.	P. takes Q.	K. takes P.
44.	K. to Kt. sixth.	K. to K. second.
45.	K. B. P. advances.	Q. B. P. on.
46.	P. checks.	K. to B. sq.
47.	K. B. P. advances.	Q. B. P. advances.
48.	Kt. to K. Kt. fifth, and wins.	

GAME LXVII.

Mr. WILSON and Mr. ATWOOD:—December 29, 1796.

	WILSON.	ATWOOD.
1.	K. P. two sq.	Q. B. P. two sq.
2.	K. B. P. two sq.	Q. Kt. to B. third.
3.	K. Kt. to B. third.	K. P. one sq.
4.	Q. B. P. one sq.	Q. P. two sq.
5.	K. P. one sq.	K. B. to K. second.
6.	Q. P. two sq.	K. Kt. to R. third.
7.	Q. B. to K. third.	Q. Kt. P. one sq.
8.	Q. Kt. to Q. second.	B. checks.
9.	B. covers.	B. takes B. ch.
10.	K. takes B.	Castles.
11.	K. B. to Q. third.	K. B. P. one sq.
12.	K. Kt. P. one sq.	K. B. P. takes P.
13.	Q. P. retakes P.	Q. B. to Kt. second.
14.	Q. to Q. B. second.	K. Kt. P. one sq.
15.	B. takes K. Kt. P. ‡	Q. to K. second.
16.	K. B. to R. fifth. §	Q. P. advances.

* Incurring considerable risk.

† Should rather persist in playing on K. sq., but he appears to have miscalculated the relative positions of the Pawns, subsequently to the exchanging Q. for R. and P.

‡ If he retake B., you take P. with Q. ch.—then take Kt. ch., and, leaving the perpetual check, get a great game by advancing Kt. to K. Kt. fifth.

§ Might also take R. P. ch., and, after changing Queens, check with Kt. and take K. P.—A similar dash might be made at Move 20, if the first player were inclined to speculate.

17. Q. Kt. to K. fourth.	K. Kt. to B. fourth.
18. Kt. checks.	K. to corner.
19. K. Kt. P. on.	K. Kt. to K. sixth.
20. Q. to Q. second. *	K. Kt. to Q. B. fifth.
21. Q. to Q. B. second.	Q. Kt. takes K. P. †
22. P. takes Kt.	Kt. takes K. P.
23. K. Kt. P. one sq. ‡	R. takes Kt. §
24. P. takesR.	Q. takes P.
25. Q. to K. second.	Q. R. to K. B. sq.
26. Q. R. to K. sq.	Q. to K. R. fifth, ch.
27. K. to B. sq.	Kt. takes Kt.
28. B. takes Kt.	R. takes B. ch.
29. K. to Kt. sq.	R. to Kt. sixth, ch. ‖
30. P. takes R.	Q. takes R. ch.
31. K. moves.	Q. Checkmates.

GAME LXVIII.

Mr. ATWOOD and Mr. WILSON:—January 6, 1797.

ATWOOD.	WILSON.
1. K. P. two sq.	Same move.
2. K. Kt. to B. third.	Q. Kt. to B. third.
3. K. B. to Q. B. fourth.	Same move.
4. Q. B. P. one sq.	K. Kt. to B. third.
5. Castles.	Q. P. one sq.
6. Q. P. two sq.	B. to Kt. third.
7. Q. P. takes P.	K. Kt. takes K. P.
8. Q. to Q. fifth.	Q. B. to K. third.

* To take K. R. P. with Q., would lead to a pretty game.

† This and the succeeding moves are played in the best possible style.

‡ If WILSON take Kt., ATWOOD takes Kt. with Q. ch., and if, on the other hand, here move Kt. from K. B. sixth, he is ruined through the taking of the other Kt.

§ By giving up R., he brings so much power to bear on the adverse King, that success is certain. Players in general are too shy of sacrificing their Rooks for minor pieces.

‖ The mate may also be effected thus:—

	29. Q. to Kt. fifth, ch.
30. Q. covers.	30. R. to K. B. eighth, ch.

31. Rook takes R., and the Queen gives Checkmate by taking Queen. It is true that one way is as short as the other, but this is *the more picturesque.*

9.	Q. takes K. Kt.	Q. P. advances.
10.	B. takes P.	B. takes B.
11.	Q. to K. Kt. fourth.	K. Kt. P. one sq.
12.	B. attacks Q.	B. takes Kt.
13.	P. takes B.	Q. to Q. second.
14.	B. attacks R.	K. R. to Kt. sq.
15.	Q. Kt. to R. third.	K. R. P. two sq.
16.	Q. to K. Kt. third.	Q. to K. B. fourth.
17.	Q. R. to Q. sq.	K. Kt. P. advances.
18.	K. R. P. two sq.	K. Kt. P. advances.
19.	K. B. P. on.	Kt. to K. second.
20.	Q. R. to Q. third.	Q. B. P. one sq.
21.	Kt. to Q. B. fourth.	Q. to K. third. *
22.	Kt. checks.	K. to B. sq.
23.	B. takes Kt. ch.	K. takes B.
24.	K. R. to Q. sq.	Q. takes Q. R. P.
25.	Q. R. to Q. second.	Q. R. to Q. sq.
26.	K. R. to K. sq.	Q. to Q. Kt. sixth.
27.	K. B. P. on.	Q. R P. two sq.
28.	K. P. on.	K. B. P. on.
29.	Kt. to Q. B. eighth, ch.	R. takes Kt. †
30.	Q. to Q. sixth, ch.	K. home.
31.	Q. to Q. seventh, ch.	K. moves.
32.	Queen gives Checkmate.	

GAME LXIX.

Mr. Atwood and Mr. Wilson :—August 4, 1798.

	ATWOOD.	WILSON.
1.	K. P. two sq.	The same.
2.	K. Kt. to B. third.	Q. P. one sq.
3.	Q. P. two sq.	K. B. P. two sq.
4.	Q. P. takes P.	K. B. P. takes P.
5.	Kt. to Kt. fifth.	Q. P. advances.
6.	K. P. on.	K. Kt. to R. third.
7.	Q. Kt. to B. third.	Q. B. P. one sq.
8.	K. Kt. takes K. P.	P. takes Kt.
9.	Q. to R. fifth, ch.	P. covers. ‡
10.	Q. to K. fifth.	K. R. to Kt. sq.

* Atwood threatens to ch. K. and Q.

† By different play the game might be protracted; but could hardly be saved, in its present desperate condition.

‡ If he move K., you win Q. by ch. with B.

11. B. takes Kt. *	B. takes B.
12. R. attacks Q.	Q. to K. second.
13. K. B. to Q. B. fourth.	Q. R. P. one sq.
14. Castles.	K. B. to Kt. second.
15. Q. takes K. P.	B. takes Kt.
16. P. takes B.	K. R. to B. sq.
17. K. R. to K. sq.	Q. to K. B. third. †
18. K. P. advances.	Q. B. to Q. second. ‡
19. P. takes R. §	K. takes P.
20. R. takes B.	Kt. takes R.
21. R. to K. third. ‖	Kt. to Q B. fourth.
22. Q. to K. B. third.	Q. takes Q.

23. R. takes Q. ch., and ultimately won the game. This "partie" affords a good outline of the very brilliant attack to be acquired by sacrificing the Knt. at Move 8, in this opening. At Move 7, the first player is directed by Ercole del Rio to take R. P. with Kt.—he may likewise check with Q., and then retreat her to K. R. third. The following games, played also by Messrs. Atwood and Wilson, hinge upon the same scientific train of moves, and thus develope the opening in its most important variations. Mr. Atwood was the inventor of this novel debût, and it is highly creditable to his general talent as a Chess-player.

GAME LXX.

Mr. Atwood and Mr. Wilson.

ATWOOD.	WILSON.
1. K. P. two sq.	The same.
2. K. Kt. to B. third.	Q. P. one sq.
3. Q. P. two sq.	K. B. P. two sq.
4. Q. P. takes P.	K. B. P. takes P.
5. Kt. to Kt. fifth.	Q. P. advances.
6. K. P. advances.	K. Kt. to R. third.
7. Q. Kt. to B. third.	Q. B. P. one sq.
8. K. Kt. takes K. P.	P. takes Kt.

* It is essential to the attack, to take off this Knight.

† It appears to me to be wrong to make room for the K. P. to come on.

‡ It would be useless taking K. B. P.

§ This Pawn is supposed to become a second Queen, and Atwood therefore gives double check on this move.

‖ In order to play afterwards to K. B. third.

9.	Q. to R. fifth, ch.	Kt. P. covers.
10.	Q. to K. fifth.	R. to Kt. sq.
11.	B. takes Kt.	B. takes B.
12.	R. attacks Q.	Q. to K. second.
13.	K. B. to Q. B. fourth.	K. B. to Kt. second.
14.	Q. takes K. P.	K. R. to B. sq.
15.	Q. Kt. to Kt. fifth. *	P. takes Kt.
16.	B. takes P. ch.	Kt. to B. third.
17.	B. takes Kt. ch.	P. takes B.
18.	Q. takes Q. B. P. ch.	Q. B. covers.
19.	Q. takes R. ch.	Q. covers. †
20.	P. takes B. ch. ‡	K. to K. or B. second.

21. Q. checks, and ought to win; having gained the exchange, § and showing a formidable troop of Pawns.

GAME LXXI.

Mr. Atwood and Mr. Wilson.

	ATWOOD.	WILSON.
1.	K. P. two sq.	The same.
2.	K. Kt. to B. third.	Q. P. one sq.
3.	Q. P. two sq.	K. B. P. two sq.
4.	Q. P. takes P.	K. B. P. takes P.
5.	Kt. to Kt. fifth.	Q. P. advances.
6.	K. P. advances.	K. Kt. to R. third.
7.	Q. Kt. to B. third.	Q. B. P. one sq.
8.	K. Kt. takes K. P.	P. takes Kt.
9.	Q. to R. fifth, ch.	Kt. P. covers.
10.	Q. to K. fifth.	R. to Kt. sq.
11.	B. takes Kt.	B. takes B.
12.	R. attacks Q.	Q. to K. second.
13.	K. B. to Q. B. fourth.	Q. Kt. P. two sq.

* At first view the reader will suppose this to be a second sacrifice; but it will be seen that if he take Kt., Atwood instantly regains *more* than the piece, owing to the peculiarly confined situation of Wilson's King. In fact, if he take Kt. the game is forced, and if he leave it, Atwood threatens to give an awkward check with it.

† If he interpose B., he is Checkmated in just two moves.

‡ Variation:—

20.	Q. takes Q. ch.	K. takes Q.
21.	R. takes B. ch.	K. moves.
22.	Rook takes Bishop and wins.	

§ In Chess phraseology, he who gains a Rook for a minor Piece, is said to "win the exchange."

14.	K. B. to Kt. third. *	Q. R. P. two sq.
15.	Q. Kt. takes K. P.	Q. R. P. one sq.
16.	Kt. to K. B. sixth, ch. †	K. to B. sq.
17.	Kt. takes R.	K. takes Kt.
18.	Q. R. checks. ‡	Q. takes R.

19. K. P. advances—attacking Queen, and discovering check from K. B.—The game is forced.

GAME LXXII.

Mr. Atwood and Mr. Wilson.

	ATWOOD.	WILSON.
1.	K. P. two sq.	The same.
2.	K. Kt. to B. third.	Q. P. one sq.
3.	Q. P. two sq.	K. B. P. two sq.
4.	Q. P. takes P.	K. B. P. takes P.
5.	Kt. to Kt. fifth.	Q. P. advances.
6.	K. P. advances.	K. Kt. to R. third.
7.	Q. Kt. to B. third.	Q. B. P. one sq.
8.	K. Kt. takes K. P.	P. takes Kt.
9.	Q. to K. R. fifth, ch.	Kt. P. covers.
10.	Q. to K. fifth.	K. R. to Kt. sq.
11.	B. takes Kt.	B. takes B.
12.	R. attacks Q.	Q. to K. second.
13.	K. B. to Q. B. fourth.	K. B. to Kt. second.
14.	Q. takes K. P.	B. takes Kt. ch
15.	P. takes B.	K. R. to B. sq.
16.	Castles.	K. R. to B. third.
17.	K. R. to K. sq.	Q. to Q. B. fourth.
18.	R. to Q. seventh.	Q. takes P. ch. §

* It would not answer to take Q. Kt. P. with either Knight or Bishop—though tempting.

† Might equally win by checking at Q. sixth, and then taking Q. B. with Kt., should he have moved K. to B.

‡ This move is cleverly imagined. If Wilson interpose B., it is taken by Rook. Should W. in that case, retake R. with K., he is Mated in the corner; and on his taking, instead, with Queen, the K. P. advances, discovering check, &c.

§ If he take R. with Q. B. the game is forced immediately; but if he take it with Kt. the case is different. *Example*—

18.		Kt. takes R.
19.	P. takes Kt. ch.	K. takes P.
20.	Q. to K. eighth, ch. (if)	K. to Q. B. second, &c.

19. K. to corner. R. to K. B. fifth.
20. Q. to K. fifth, and ought to win; for if second player take R. with either B. or Kt., you force mate, and if he play any indifferent move, you place Rook at K. B. seventh.

GAME LXXIII.

WHITE.	BLACK.
1. K. P. two sq.	The same.
2. K. B. P. two sq.	P. takes P.
3. K. Kt. to B. third.	K. Kt. P. two sq.
4. K. B. to Q. B. fourth.	K. B. to Kt. second.
5. Castles.	K. Kt. P. one sq.
6. Kt. to K. sq. *	Gambit P. on.
7. P. takes P.	K. R. P. two sq.
8. P. to K. B. fourth.	Q. P. one sq.
9. Q. P. two sq.	K. R. P. advances.
10. Q. B. to K. third.	K. B. P. two sq.
11. K. P. advances.	Q. P. takes P.
12. K. B. P. takes P.	K. B. takes P. †
13. Q. to K. second.	B. to Q. third.
14. Q. B. to Kt. fifth, dis. ch.	B. to K. second.
15. Q. to K. fifth.	R. to R. fourth.
16. Q. to K. Kt. seventh.	R. takes B.
17. Q. to K. B. seventh, ch.	K. moves.

18. Q. draws by perpetual check at K. sixth, and K. B. seventh squares. The MS, from which this game is taken, does not give the names of the players, (whom I therefore designate as White and Black), but describes it as an experimental game between two of the first players of the day, in order to illustrate this particular defence of the gambit. It contains some pretty moves, and is deserving of consideration from its introducing a novel species of defence to this description of Gambit.

* I should feel inclined to advance Q. P. and leave the K. Kt. *en prise.* If he take it, the game is resolved into a species of Muzio Gambit, under circumstances highly favorable to the attack.

† You cannot retake B. on account of the situation of your Q., but by playing Q. to K. second, you will be certain of gaining, either the B., or a check by discovery. The latter is, however, generally more productive of advantage than on the present occasion; and we are to presume Black looked as far as this, and found it might be incurred with safety.

GAME LXXIV.

Curious Checkmate given by Monsieur DE LEGALLE, in play with a friend; the latter receiving the odds of the Queen's Rook.

LEGALLE.	M. DE ST. B***
1. K. P. two sq.	The same.
2. K. B. to Q. B. fourth.	Q. P. one sq.
3. K. Kt. to B. third.	Q. Kt. to B. third.
4. Q. Kt. to B. third.	Q. B. to Kt. fifth.
5. Kt. takes K. P.	B. takes Q. *
6. B. takes P., ch.	K. to K. second.
7. Q. Kt. gives Checkmate.	

It is evident that this attempt could only have succeeded against a mere tyro, but it is worthy of preservation as a slight memento of M. DE LEGALLE, who was the instructor of PHILIDOR; and who at the venerable age of eighty-five, was still the first player in France, excepting his illustrious pupil.

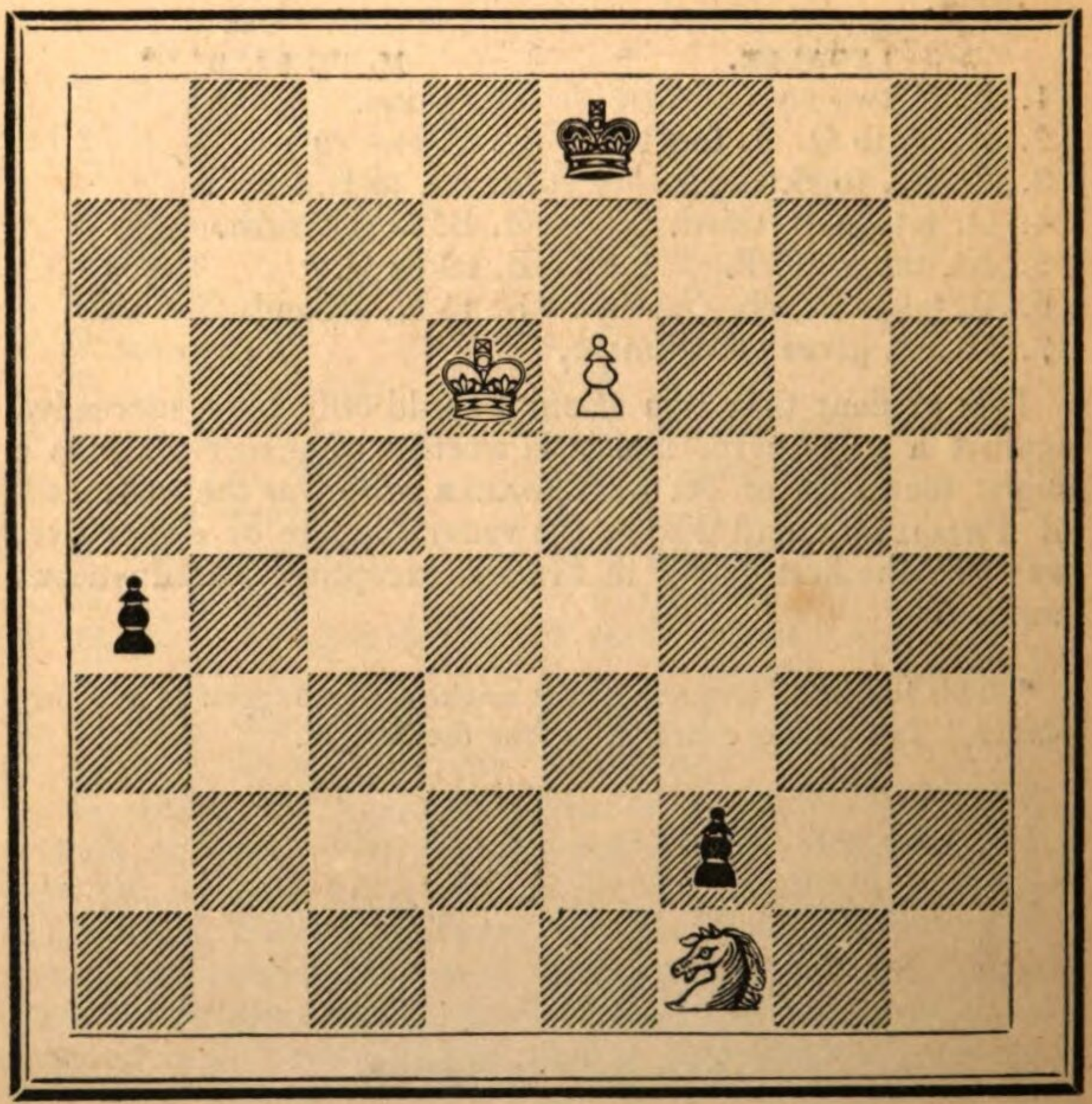
* This is grossly erroneous, but might easily happen to a young player. The correct course is to take the Knight.

END OF THE GAMES.

POSITION BETWEEN PHILIDOR AND BOWDLER.

The following position occurred to PHILIDOR playing against Mr. BOWDLER, and was carried out as under. PHILIDOR had the Black pieces, and BOWDLER had to move.

BLACK.



WHITE.

BOWDLER.		PHILIDOR.
1. Kt. to K. third.		Q. R. P. advances.
2. Kt. to Q. fifth.		K. B. P. Queens.
3. Kt. to Q. B. seventh,	ch.	K. to K. B. sq.
4. P. checks.		K. to Kt. second.
5. P. Queens.		Q. to K. B. sq. ch.
6. Q. takes Q.		K. takes Q.

7. Kt. checks, arrests the march of the Pawn, and draws the game.

APPENDIX.

ON THE PAWN AND THREE MOVES,

AND THE

GAME OF THE PAWNS.

APPENDIX.

ON THE PAWN AND THREE MOVES,

AND THE

GAME OF THE PAWNS.

In order that this work may furnish as much information as possible, on the different species of odds given in Chess, I append original notices of these very curious and unusual openings.

It appeared to me to be unnecessary to dwell here upon the larger description of odds; such as the Rook or Knight. Many examples of these games will be found in the preceding pages, and for further particulars respecting them, I cannot do better than refer the student to the "Traite des Amateurs." Neither have I any thing to add upon the subject of the Pawn and move, or Pawn and two moves; but intend going at some length into the best method of availing yourself of what may be termed similar, though larger odds, viz.—The Pawn and three moves. Accordingly, we commence an

ESSAY ON THE PAWN AND THREE MOVES.

When the superior player finds he can no longer make even games giving the Knight, the Pawn and the three first moves form a description of odds occasionally given instead of the piece. It must be evident, in this case, that a great deal will depend on the manner in which these three moves are taken. Players have hitherto dwelt in considerable difficulty on the subject, for no Chess-author has taken the slightest notice of it; though, certainly, of more importance than many branches of the game, which have been examined, and

printed on, in their remotest ramifications. The mere acquisition of the Pawn will avail you very little against a player who has so lately been competent to give you the Knight; but if you make the most of your three moves, and play your dozen subsequent moves tolerably correctly, the second player will have a very bad crowded situation, and these odds will prove so nearly equal to the Kt., that he will hardly be able to give you the P. and three moves, for more than half-a-dozen games. The examples I proceed to lay down, are founded on my personal experience, when receiving these odds, some years since, of the first player in England; and they have been since matured and established as sound, by my further improved judgment. The only general preliminary piece of advice I offer on the subject, is, that in receiving the P. and three moves, you should not be in too great a hurry to Castle; as, in so doing, an important "time" is frequently lost at a critical period. Throughout my sketch, I have, invariably, attributed to the second player the best moves that he can make, and such as I have, myself, formerly encountered. You are aware that, in receiving any number of moves in advantage, you must not cross your own half of the board in taking these moves. The reason of this will be found in the

FIRST EXAMPLE.

Black gives P. and three moves.

WHITE. * BLACK.

1. We here suppose that you may play your three moves any where and as you like; you, therefore, at once cross your own half the board, and, penetrating into your enemy's quarters, force the Checkmate by taking the three moves, thus:—

King's P. one sq., K. B. to Q. third, Q. checks.—He can only answer this check by interposing K. Kt. P., which you take indifferently with Q. or K. B., still checking, and Mating next move.—You will now see why it should be, and is, most justly ruled as law, that, in taking your three first moves, you must not "cross the line."

As you may not, then, pass your own half of the board, you will play accordingly; and we proceed to the—

* Throughout the preceding part of the work I have preferred distinguishing the parties by the actual names of the players, but we must here revert to the more usual phraseology of Chess.

SECOND EXAMPLE.

BLACK gives P. and three moves. (Once more I remind the novice that when a Pawn is given, it is always the King's Bishop's Pawn.)

WHITE.	BLACK.
	K. P. one sq.
4. K. P. advances.	4. Q. to K. second. (if)
5. K. Kt. to B. third.	5. Q. P. two sq.

6. K. Kt. to Kt. fifth. You may also push on your K. R. P. and K. Kt. P., for your play must be of the boldest character.

	6. K. Kt. P. one sq.
7. K. R. P. two sq.	7. K. B. to R. third.

You have an excellent opening. You must advance your Pawns judiciously and fearlessly on the King's side; and should Black take Kt. with B., you retake with K. R. P.

THIRD EXAMPLE.

Black gives Pawn and three moves.

WHITE.	BLACK.

1. K. P. one sq., 2. K. B. to Q. third, 3. Q. to K. Kt. fourth. By this mode of play, which was originally, I believe, invented by myself, you force the winning of a second Pawn, play what he may.

If Black now advance K. Kt. P. or K. R. P., you Mate almost on the move. If he play K. Kt. to R. third, you take K. R. P. with B., for if he were to take Q. with Kt., you would Mate with B. If, again he play Kt. to K. B. third, you Mate in two moves. As it is, you threaten to Mate immediately, according to the plan shown in the first example: and he must therefore move one of his centre Pawns to make room for his King to walk off, on your Q. checking at K. R. fifth. Should he play K. P. one sq., you at

once take K. R. P. with B., for if he retake B. with R., you win R., by a divergent check with Queen; and if, after you have taken K. R. P. with B., he attacks Q. and B. with K. Kt., the check at K. Kt. sixth prevents harm, and offers every advantage.

	Q. P. one sq.
4. Q. to K. R. fifth, ch.	4. K. moves.

5. B. takes K. R. P., and has a beautiful game.

FOURTH EXAMPLE.

WHITE.	BLACK.

1. K. P. one sq., 2. K. B. to Q. third, 3. K. Kt. to K. R. third. I frequently took my third move in this manner, for the sake of variety. Black has various ways of answering; all of which we will examine.

IN THE FIRST PLACE:

	K. Kt. P. one sq.
4. Kt. to K. Kt. fifth.	4. Q. P. two sq.
5. Kt. takes R. P.	5. R. takes Kt.
6. B. takes P. ch.	6. R. covers.

7. If you move Q. to K. R. fifth, he answers with Q. B. to K. third. You may either leave R. pinned for a time; or:

B. takes R. ch.	7. K. takes B.

You certainly have a strong game.

IN THE SECOND PLACE:

	3. K. Kt. to B. third.

4. K. Kt. to Kt. fifth. 4. If he move K. Kt. P., you take K. R. P. with Kt., as in the last variation. If he move Q. P. one sq., you still take R. P. with Kt., and should he retake with Kt., check with Q. &c.

	K. P. one sq.
5. Kt. takes R. P.	5. Kt. takes Kt.
6. Q. checks.	6. K. moves.
7. Q. to K. R. fourth, ch.	7. K. Kt. to B. third.

8. He was compelled to play his last move in this manner, and you now capture the Rook, with every chance of victory.

IN THE THIRD PLACE:

	3. K. Kt. to R. third.

4. Q. checks. If he interpose Kt., you advance K. Kt., and if he then assail Q. with Kt. P., you take P. with B.

	4. P. covers.
5. B. takes P. ch.	5. K. R. P. takes B.

6. Q. takes P. ch. 6. Kt. covers.
7. K. Kt. to Kt. fifth, and has a won game.

IN THE FOURTH PLACE :

3. Q. P. one sq.

4. You may now either check with Q., and then take K. R. P. with B., or may, instead, advance Kt. to K. Kt. fifth; having, either way, a strong opening.

IN THE FIFTH PLACE :

3. K. P. one sq.
4. Q. checks. 4. K. to K. second.

5. It would be wrong to take K. R. P., as he would move K. Kt. to B. third.—You may, safely enough, vary the game by moving Kt. to K. B. fourth, and should he then attack Q. with Kt., you retreat Q. to K. R. fourth, and afterwards advance K. Kt. P. two sq.—Or, before moving Kt., you may check with Q. at K. R. fourth, compelling him to cover with Kt., for should he retreat K. to K. sq., your Bishop would give a neat check. Several other modes of play may suggest themselves to your attention at this point of the Opening, of which the following is not the least important :—

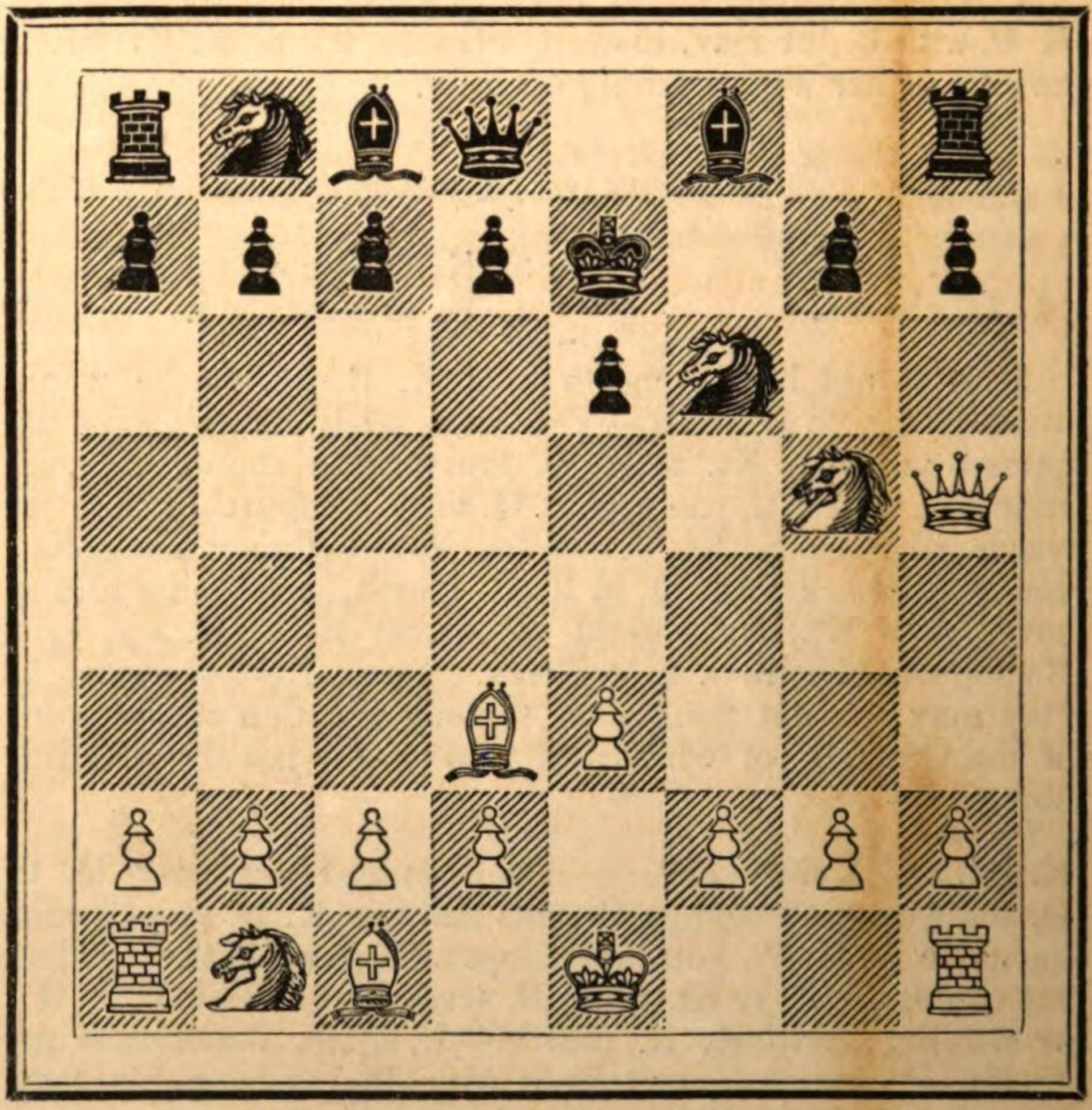
K. Kt. to Kt. fifth. 5. Should Black play Q. to Q. sq., you may change Queens and win K. R. P.—Should he move K. R. P., you may adopt either one of three different courses, viz. 1. Kt. to K. B. seventh. 2. check with Q., or 3. retire Q. to K. R. fourth.—If, again, Black advance K. Kt. P. one sq., you take it with B., and on his then attacking Q. with Kt., retreat her to K. R. fourth.—Also, should he play K. Kt. to R. third, you may at once take R. P. with Kt., for should Black then take Kt. with R., you win his Queen by checking with Q. at K. R. fourth, and then with B. at K. Kt. sixth, taking the Kt. with B. when he interposes at K. B. second.—Lastly :—

K. Kt. to B. third.
6. Q. to K. B. seventh, ch. (A) 6. K. moves.
7. Q. Kt. to R. third, with a good situation.

(A)

I give this Variation, to show that you would do wrong to retreat Q. to K. R. fourth, with the view of subsequently capturing K. R. P. with Kt. or B.

SITUATION OF THE PIECES.



6. Q. to K. R. fourth.

6. Q. Kt. to B. third. (best)

FIRSTLY.

7. Kt. takes K. R. P.
8. Q. to Q. Kt. fourth, ch.
9. Q. takes Q. B. P. ch.

7. Q. Kt. to K. fourth.
8. Q. B. P. two sq. (best)
9. Q. P. covers.

Black wins the Knight.

SECONDLY.

7. B. takes K. R. P.—If, instead of this move, you play K. B. P. two sq., he answers with Q. Kt. to Q. Kt. fifth.

	7. K. Kt. P. moves.
8. K. Kt. to K. fourth.	8. K. B. to Kt. second.
9. Kt. takes Kt.	9. B. takes Kt.
10. Q. to K. R. sixth.	10. Q. to K. Kt. sq.

Black wins the Bishop, whether you take Q. with B., or play any other move.

I do not pretend to say that these latter modes of play are *decidedly* better than that which I have given in the Second Example. As I have elsewhere observed in this work, the gain of a second Pawn is not much, unless you are certain of afterwards being able to free your pieces, and bring them well and speedily into action. Still, as, in consequence of your three moves, you have more time to disembarrass your game than you would have under other circumstances, you will do right to try both methods, and finally adopt that which you find the most conducive to success. Much depends on the difference in the temperament of players. I know some who, being of an ardent, energetic spirit, would be more likely to lose under the cramping position contingent on their winning the second Pawn, than they would be when slashing away, and thrusting forward their forces, on the plan recommended in No. 2. On the other hand, players of a character less imaginative, and fonder of defending than attacking, would, perhaps, do better to take the second Pawn; and then, retreating behind the lines of their camp, patiently await the assault of the enemy.

Dismissing the Pawn and three moves, we come to the consideration of what may be termed a new description of Chess altogether. This is that remarkably curious game of odds so much played in Paris; and known there by the name of "La Partie des Pions;" or,

THE GAME OF THE PAWNS.

The inventor of this singular species of Chess was the celebrated M. de Legalle, Philidor's great initiator into the mysteries of our magic art. After the death of Legalle, this game was seldom played, until it was taken up some twenty years back by M. Le Breton des Chapelles, the then first player of his time, though finally conquered by the now unrivalled La Bourdonnais. By Des Chapelles, this game

was considerably improved, and brought to high perfection; and it is a deserved favorite with the first-rate French players; though never, I believe, played in England until the visit of La Bourdonnais, in the summer of 1834. During that great Artist's stay here, he did me the favor to communicate the particulars of this curious variety of Chess,—a variety I had frequently heard mentioned by foreigners, though I had never had the good fortune to see it practised,—and M. de La Bourdonnais followed up his exposition of the theory, by playing a few games of this sort with me, in the Westminster Chess Club. I was struck alike with the beauty and novelty of many of the situations which arose out of these games, and feel great pleasure in now being enabled to give the Chess-world so complete a detail of the principles of the "Partie des Pions," that no one can be at a loss for further information on the theoretical part of the subject. It is by far the most ingenious "New Chess" I have ever seen; and is the sole game, which, out of the "thousand and one" fancied improvements on Chess, is worthy of the least attention.

The game of the Pawns, then, is founded on the assumption that, between even players, eight extra Pawns placed on the board, at the beginning of the game, are a compensation to the one player for taking off his Queen. The truth of this proposition is proved by the experience of the most skilful amateurs, and, indeed, in Paris, they consider eight Pawns rather more, than less, than the worth of the Queen; so that, strictly, even players should be allowed seven Pawns in one game, and eight Pawns in the next; the nicest calculations, fixing the value of the Queen at seven Pawns and a half.

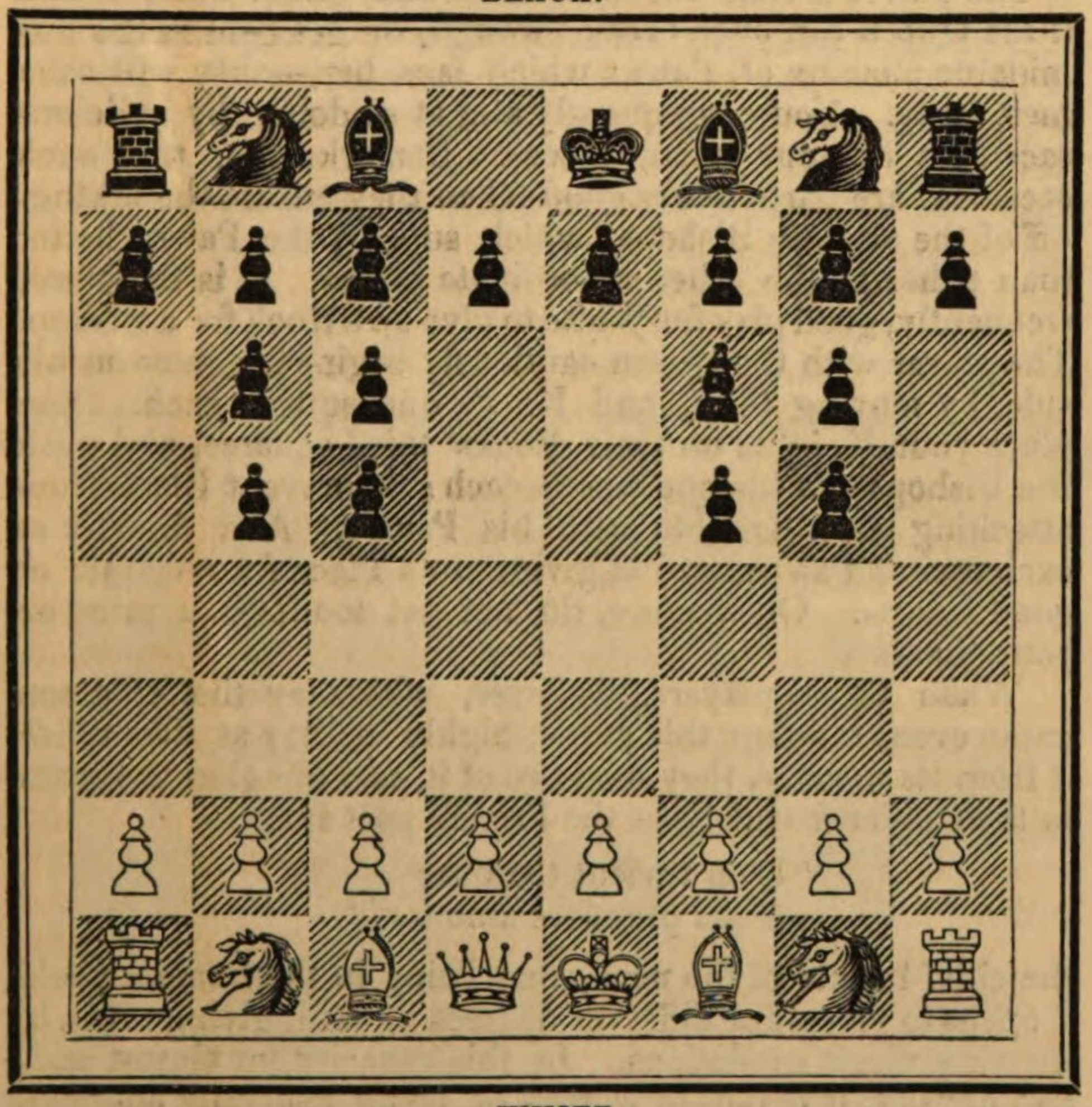
This game only differs from Chess in respect to the extra Pawns allowed in exchange for the Queen, before commencing the game. On every other point, the usual laws of Chess are strictly followed.

I should, perhaps, have premised that this game can only be interesting to good players, and that the foregoing calculation as to the Queen's being worth seven-and-a-half Pawns always supposes the parties to be first or second rate players at the common game. It is obvious that between very bad players, twenty Pawns would hardly be able to oppose the Queen; that is, if room could be found to place them on the board. You must observe, too, that the extra Pawns, whatever their number may be, must be placed in front of

your usual line of Pawns, but cannot be posted on any squares beyond your own half of the board. Thus they can only stand on the two lines of squares *en face* of your array.

Supposing, then, that White agrees to allow Black eight Pawns for his Queen, the following diagram represents the board and men on beginning the game; and shows you also the most approved mode in the Paris Chess circle, of placing the eight extra Pawns.

BLACK.



WHITE.

From this position the game will be played out like an ordinary game of Chess; the Pawns having always the first move, unless specially agreed to the contrary. To catch the spirit of the "Partie des Pions," play two or three games with a friend from the above situation; taking the Pawns against the Queen, by turns, and observing the following leading precepts:—

The player with the extra Pawns, whom we designate as

Black, should begin by advancing K. P. and Q. P. two squares each. He then posts the Bishops on K. third, and Q. third—with the Knights on K. second, and Q. second—he is thus prepared for Castling on either side, according as his game may require. Black's side is the more difficult (and therefore interesting) to play than that of White; the latter having to follow a course comparatively natural and simple.

The player giving the Pawns (White) must observe that if his Queen can once break through, or get behind the formidable phalanx of Pawns which face her,—they will soon melt away. You consequently aim at so doing, by judicious sacrifices of your minor pieces. Remark, too, that such sacrifices are particularly good when they ensure the taking-off of the adverse Bishops, which support the Pawns better than either of the other subordinate pieces. It is therefore, frequently, good play for White to give up a Rook for a Bishop. The player with the Queen cautiously begins the game on his side, by moving Q. P. and K. P. one square each. You place your Knights on their Rooks' third squares, and push the Bishops' Pawns one square each; to prevent Black from attacking your Knights with his Pawns. Aim directly at exchanging Pawns, and at giving up a Piece for a couple of good Pawns. Once more, do not set too high a price on your Rooks.

When Chess-players, however, who play the common game even, take up this game, highly as they at first relish it from its novelty, they soon tire of it, and are glad to return to their older friend. As the French poet sings,

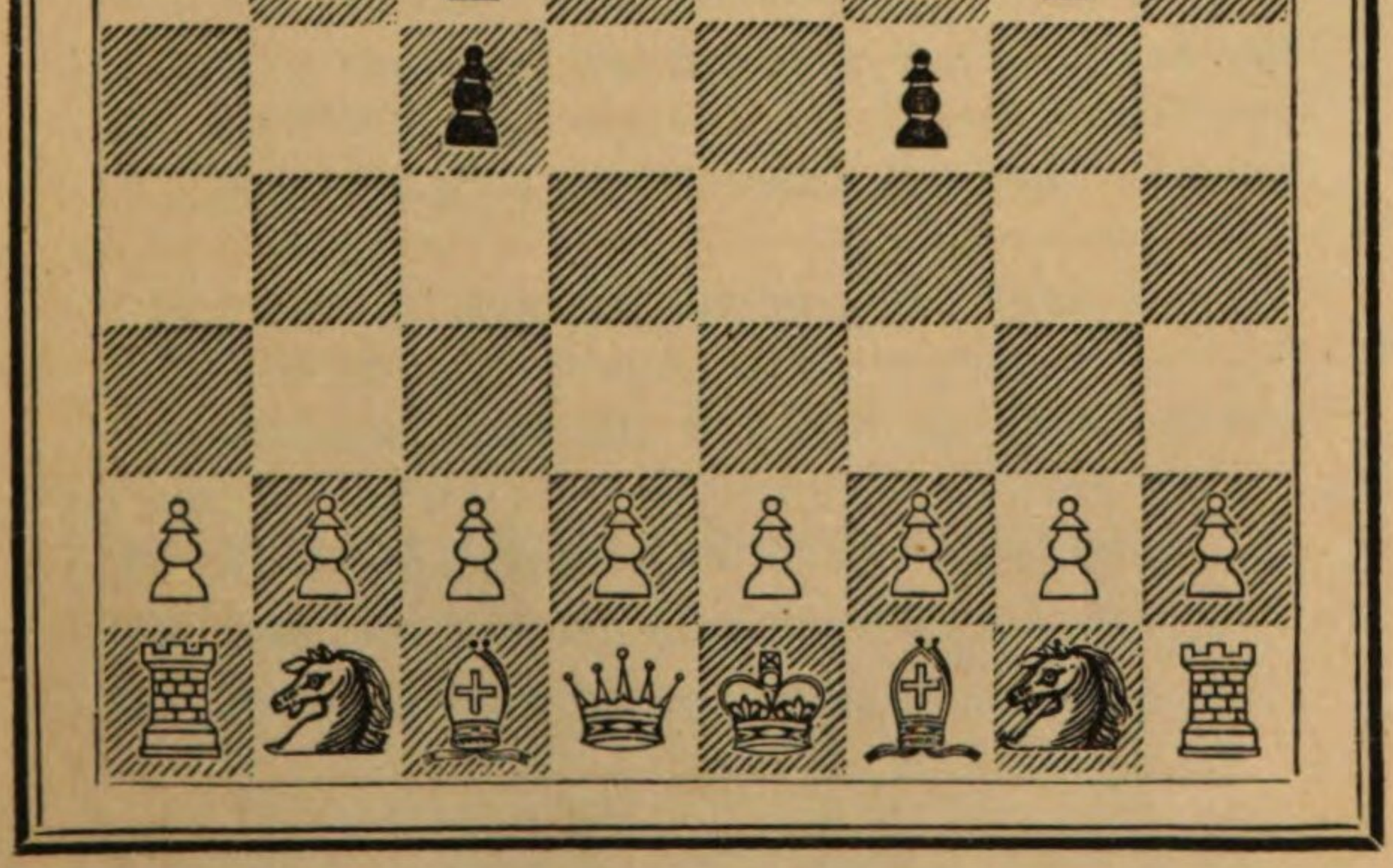
" L'on revient toujours
A ses premiers amours ;"

the chief beauty of the new game being in the immense field it opens to players of different degrees of skill, giving odds, in the very nicest gradations. In this capacity for almost endless novelty, it is indeed worthy of being generally adopted, and I hope to see it introduced throughout our numerous existing Chess Clubs. I proceed then to furnish some data on which odds may be given at this game.

A first-rate player, who, at the common game, can give his adversary the Pawn and two moves, will at this game allow him ten extra Pawns in exchange for his Queen; or will take off his own Queen on receiving six extra Pawns. If he can only give the Pawn and move at the usual game, he will here allow nine Pawns for the Queen; or, in lieu of his

own Queen, will receive a compensation of seven Pawns. You will immediately see the great variety this introduces; for, instead of that constant resemblance between the beginnings of games, in which, for instance, you receive the Pawn and two moves; you here vary your amusement by having ten extra Pawns for your Queen in the one game, and fighting your Queen against your adversary's six or seven Pawns in the next game; it being usual to play with the Pawns and the Queen in this way alternately. From the diagram we have already given of the best mode of placing eight Pawns, it is not difficult to discover advantageous methods of placing a lesser or a greater number. The six extra Pawns are generally placed on the Bishops' third and fourth squares on each side, and on the Knights' third squares. It is of course better to place the Pawns on the centre squares, than on the Rooks' squares.

BEST MODE OF PLACING SIX EXTRA PAWNS.



It should be here remarked that this kind of Chess is only adapted, as a game of odds, for players between whom there does not exist the odds of a piece. For example, if a first-rate player is in the habit of giving A. the Rook at the common game, he can still only give A. eleven, or at most twelve Pawns for the Queen; and ought not to take off his own Queen without receiving at least five Pawns; except from a mere beginner, from whom four Pawns may be a compensation for the Queen. A little reflection will point out the reason of this to be founded on the immense power derived from every extra Pawn, beyond a certain number.

This game ought to be played occasionally by every player who wishes to get well grounded in that most vital part of Chess—the art of manœuvring the Pawns properly. It is certain that this is a branch of the game, in which the English school of Chess is behind the French; and it is the opinion of La Bourdonnais, that one reason of this lies in our never having introduced this game, which throws more light on the strongest mode of playing the Pawns, than will be readily believed by the best players at the common game, if they have never seen this variety practised.

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